HALO 5
GUARDIANS

INTRODUCTION

Introduction

Guide Overview

There's plenty to know about *Halo 5: Guardians*—and here's where to start. The information in this guide is presented in the following chapters—here's what you'll find in each one.

SPARTAN TRAINING

Fall in, Spartans! This chapter teaches you everything there is to know about conducting business on the field of battle. From basic actions like crouching and sprinting to advanced tactics like issuing orders to teammates, all aspects of Spartan heroics are covered here.

INTEL

Knowledge is power, and this informative chapter compiles all known intel on every weapon, enemy, and vehicle encountered in *Halo 5: Guardians*' Campaign. From grenades to Grunts to Gungooses, you'll find statistical information and strategic strengths and weaknesses on everything you'll encounter during the adventure.

CAMPAIGN

Whether you're stuck on a particular battle or simply fishing for a piece of Mission Intel, you'll find plenty of value in our comprehensive Campaign walkthrough. Follow along on our guided tour through the entire Campaign, and you'll find each collectible and breeze through every battle with the skill of a seasoned Spartan.

MULTIPLAYER

Players looking for a leg up in the multiplayer experience, look no further. The latter half of this guide is devoted to the remaining game modes in *Halo 5: Guardians*—namely Arena and Warzone multiplayer. Here's what awaits you in the guide's multiplayer chapters:

Armory: Things kick off with an overview of all weapons and vehicles. Unlike the Intel chapter, the information featured in this section is tailored to *Halo 5: Guardians*' unique multiplayer experience.

Warzone: *Halo 5: Guardians* boasts a massive all-new multiplayer experience, and this guide gives the new mode total coverage in the Warzone chapter. Discover everything you need to know about the addicting REQ system, the intricacies of the Warzone maps, and killer tips for toppling those imposing Warzone bosses.

Arena: With thrilling new maps and a painstaking focus on fair and balanced play, *Halo 5: Guardians* aims to achieve the ultimate multiplayer Arena experience. Hone your competitive edge with the hardcore tips and strategies found in the guide's in-depth Arena multiplayer chapter—crafted with the help of *Halo* pros!

APPENDIX

The guide concludes with an informative spread of tables that expose some of the game's best-kept secrets, including Medals, Emblems, Commendations, Achievements, Campaign collectibles such as Skulls and Mission Intel items, and more. In short, if there's something you can unlock or achieve in *Halo 5: Guardians*, chances are it's covered in the tables that make up the last few pages of the guide.

HALO 5 GUARDIANS

INTRODUCTION

Introduction

A Brief History

In the year 2525 on the human colony world of Harvest, a 28-year conflict between humanity and the alien collective known as the Covenant began. It was the most devastating conflict humans had ever been involved in. In the end, billions of human lives were lost during the war. Colonies were destroyed, worlds were rendered uninhabitable, and yet, because of one Spartan, humanity endured, survived, and ultimately won.

XBOX 360
NTSC
HALO
REACH
MATURE 17+
M
CONTENT RATED BY ESRB
BUNGIE
Microsoft game studios

HALO: REACH

Released: September 14, 2010, for Xbox 360

July 24, 2552. The Human-Covenant War reached toward its climax. The Covenant secretly invaded the planet Reach, the most important world to the United Nations Space Command—its nerve center. The Spartans of Noble Team were sent to investigate a silenced communications relay, only to discover the Covenant presence on the planet, which was hidden by means of sophisticated stealth technology. Over the next month, Noble Team fought valiantly but was cut down one by one in the face of overwhelming odds. Eventually, only Noble 6, the newest member of the team, stood alone in the face of the impending glassing of the world. Before joining the rest of Noble Team in death, the Spartan was able to deliver the AI Cortana to the UNSC cruiser *Pillar of Autumn* and the waiting Master Chief. The vessel made its escape from the slaughter, with a Covenant fleet in pursuit.

XBOX
ONLY ON XBOX
NTSC
HALO
COMBAT EVOLVED
MATURE
M
CONTENT RATED BY ESRB
BUNGIE

HALO: COMBAT EVOLVED

Released: November 15, 2001, for Xbox

Re-Released: November 11, 2014, *Master Chief Collection* for Xbox One

September 19, 2552. The *Pillar of Autumn* was unable to escape the Covenant despite performing a blind slipspace jump. As they returned to normal space, they found a gas giant planet called Threshold. Orbiting it was *Halo*: an impossibly massive ring structure, built by the Forerunners more than 100,000 years ago. The Covenant had beaten the Pillar of Autumn to the *Halo*, and the ship was forced to deploy its Marines and the Master Chief to the ringworld and execute a crash landing. The Covenant engaged the humans in battle throughout the ring, and the Master Chief played an instrumental role in the fighting.

Eventually, he and the AI Cortana discovered that the *Halo* was part of an array of similar installations placed throughout the galaxy. The *Halo* Array itself was a weapon of last resort against a virulent parasite known as the Flood, which was sealed on the ringworld for study by the Forerunners. If fired, the *Halo*s could wipe out all life in the galaxy. The Covenant unwittingly unleashed the parasite across the ring, and both they and the humans incurred heavy casualties as a result. In a desperate bid to destroy the Flood and escape the *Halo*, the Master Chief returned to the crashed *Pillar of Autumn* and set it to self-destruct. This shattered the ring and seemingly ended the Floor threat. The Master Chief made a narrow escape with Cortana.

XBOX
ONLY ON XBOX
LIVE ONLINE ENABLED
NTSC
HALO 2
MATURE 17+
M
CONTENT RATED BY ESRB
Game Experience May Change During Online Play
BUNGIE
Microsoft game studios

HALO 2

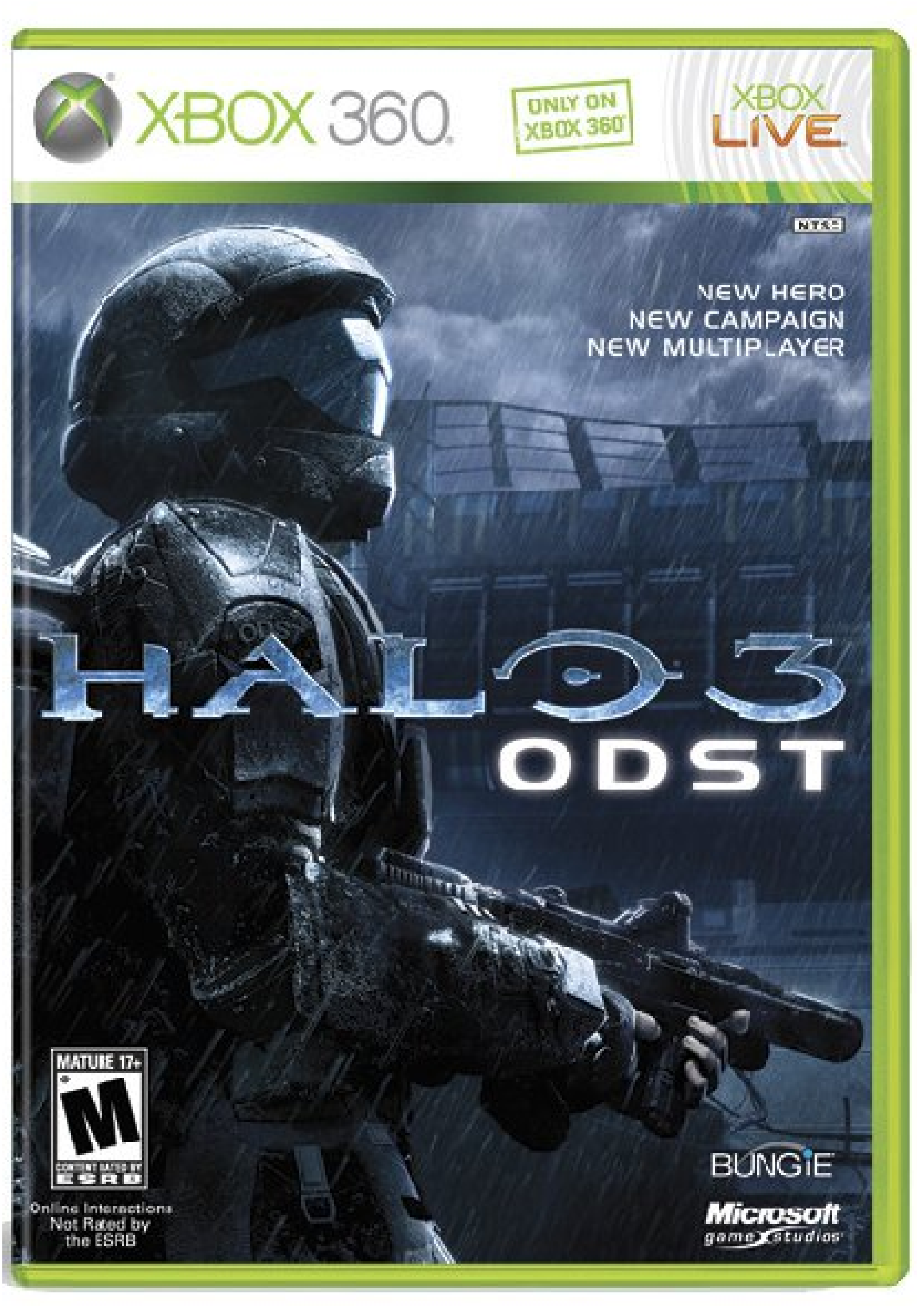
Released: November 9, 2004, for Xbox

Re-Released: November 11, 2014, *Master Chief Collection* for Xbox One

October 20, 2552. The Master Chief returned to Earth and was decorated as a hero. Meanwhile, the Covenant Elite who led their forces in battle upon the *Halo* was deemed a heretic by the Covenant leadership. The Covenant Prophet of Regret, on a mission to discover new Forerunner artifacts, stumbled across the planet Earth and, despite being outnumbered, assaulted the human homeworld and managed to occupy the African city of New Mombasa. The Master Chief led a successful counterattack that drove the Prophet of Regret off-world and brought the Earth a moment's reprieve. The Master Chief, along with the UNSC fleet, pursued the Prophet of Regret.

The Prophet of Regret discovered a new *Halo*, also known as Installation 05. During these events, the disgraced Elite commander was named an Arbiter, a representative of the will of the Prophets, and was unleashed against the Covenant heretical rebels who wished to be free of the Prophets. The Arbiter, betrayed by Tartarus, the leader of another Covenant species known as the Brutes, eventually joined forces with the Master Chief after many battles and more shocking revelations. *Halo 2* also contained the Flood parasite, but it was no longer merely hordes of mindless souls absorbed into the collective. Rather, this Flood had a central mind, a Gravemind. Worse yet, the Covenant, now led by the Brutes, intended to fire the *Halo* Array to initiate the Great Journey, as their religion demanded. They were now at open war with a significant Separatist movement, led by the Elites. Ultimately, the Master Chief and the Arbiter prevented the firing of the Array, killing Tartarus in the process. Unfortunately, Cortana was left behind on the Covenant mobile homeworld of High Charity, where the Flood Gravemind resided and was beginning to expand its already countless army.

Returning to Earth aboard a Forerunner Dreadnought controlled by Covenant forces loyal to the Prophet of Regret, the Master Chief prepared to finish the fight.



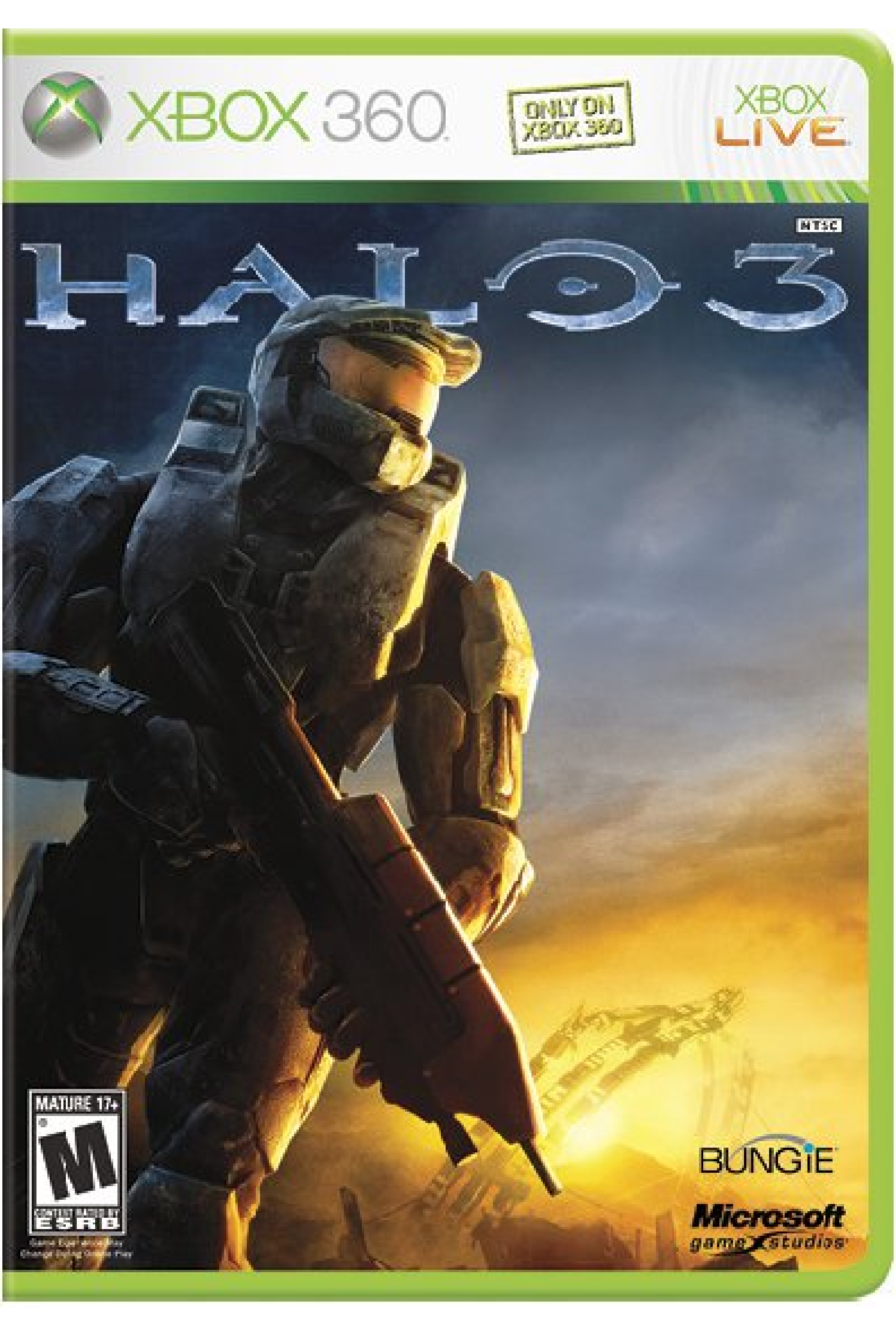
HALO: ODST

Released: September 22, 2009, for Xbox 360

Re-Released: May 30, 2015, *Master Chief Collection* for Xbox One

October 20, 2552. During the Prophet of Regret's invasion and subsequent retreat from New Mombasa on Earth, the UNSC deployed its elite Orbital Drop Shock Troopers (ODST) into the war zone. One team was in mid-drop just as the Prophet's assault carrier executed a slipspace jump in the Earth's atmosphere. The rookie of this team, separated from his comrades, fought his way through New Mombasa alone for several hours before reuniting with his squad and encountering a member of another Covenant species, the Huragok. The new alien signaled its willingness to work alongside its UNSC captors out of hatred for its Brute oppressors.

Meanwhile, the Covenant occupation of Earth continued, and the excavation of New Mombasa revealed an enormous Forerunner installation that had been dormant for millennia.



HALO 3

Released: September 25, 2007, for Xbox 360

Re-Released: November 11, 2014, *Master Chief Collection* for Xbox One

November 17, 2552. The Master Chief returned to Earth and joined up with UNSC survivors and the Arbiter, who leads the Elites, which have now fully turned against the Covenant. After a series of battles, the combined forces struck at the Forerunner artifact found buried underneath the city of New Mombasa, where the Prophet of Regret had landed the Forerunner Dreadnought. The artifact produced a massive slipspace portal through which the Covenant retreated. Simultaneously, a Covenant cruiser filled with the infectious Flood crashed into the African city of Voi.

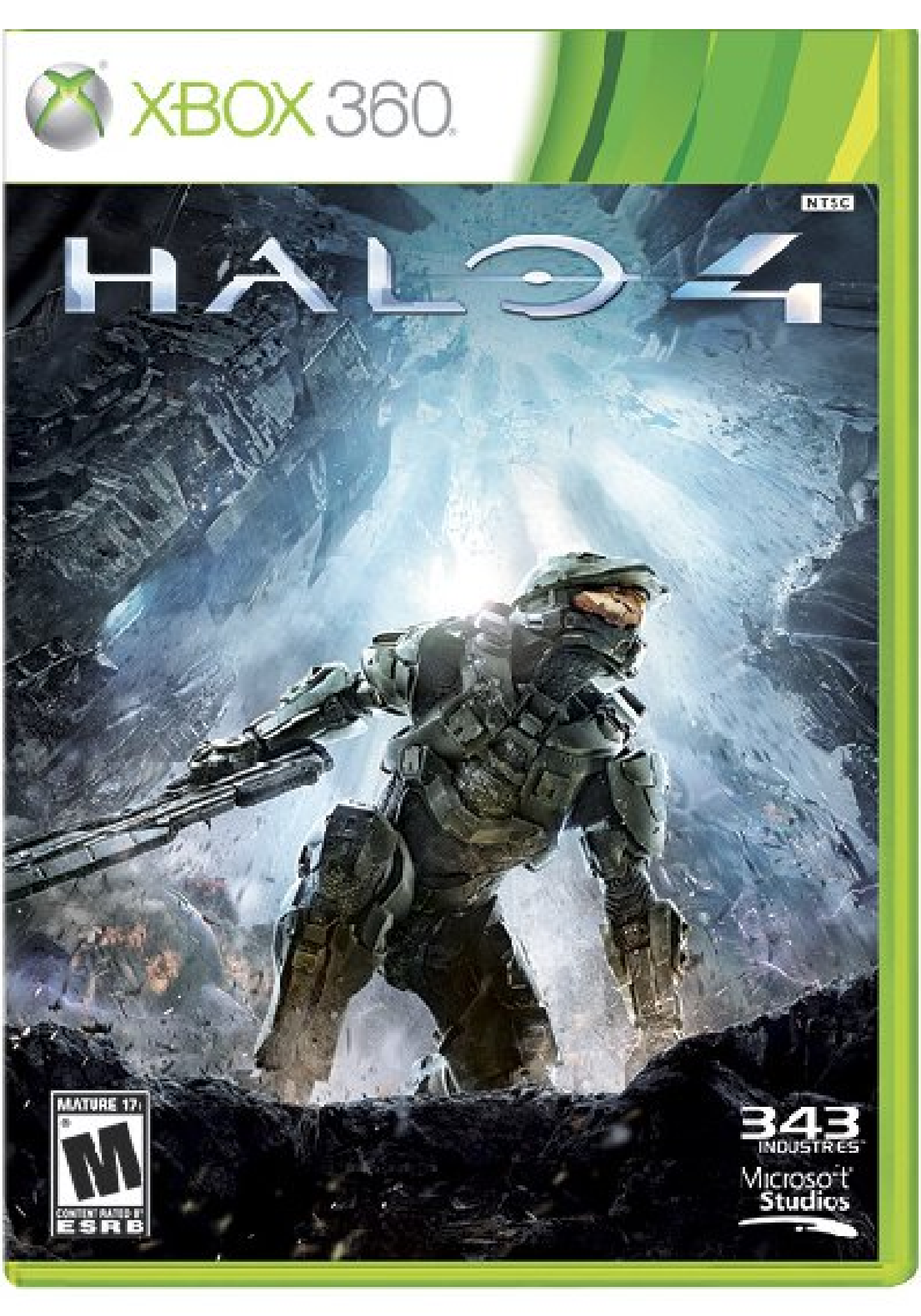
After the immediate Flood threat to Earth was contained, Master Chief learned that Cortana had left a message aboard the crashed ship. She described a solution to the Flood that did not involve firing the *Halo* Array: Beyond this portal was the Ark, a massive Forerunner facility located outside our galaxy. A combined UNSC-Elite task force, including the Master Chief and the Arbiter, left Earth through the portal to pursue the Prophet of Regret to the Ark, thereby beginning a desperate fight to prevent the Array from being fired.

After many battles, the Arbiter ultimately had his vengeance. Meanwhile, the Flood crashed the mobile homeworld High Charity into the Ark and threatened to overwhelm the forces gathered there. It was discovered that the Ark facility manufactured *Halo* rings that later dispersed themselves to key points within the galaxy, and that it was currently crafting the replacement for the destroyed Installation 04. The Master Chief saw this as an opportunity to destroy the Gravemind. To fire the replacement *Halo*, he first had to retrieve Cortana from the Gravemind's clutches. Fighting their way to the *Halo*'s control room, Cortana used the Activation Index retrieved from the first *Halo* to fire the weapon.

The Master Chief and the Arbiter raced to the UNSC frigate *Forward Unto Dawn* in an attempt to escape the *Halo*'s firing and the destruction of the Ark. Unfortunately, the slipspace portal collapsed mid-jump, sundering the frigate in half. The forward half, containing the Arbiter, made it back to Earth. The aft half of the vessel, containing Master Chief and Cortana, was left stranded in an unknown part of the galaxy.

With rescue unlikely to be anytime soon, the Chief prepared to enter cryosleep, knowing that he might drift for years. Cortana activated a beacon, advising him that it might be a while before anyone responded, to which he replied, "Wake me when you need me."

On Earth, the Arbiter, his Elites, and the surviving UNSC forces mourned the apparent loss of humanity's greatest hero.



HALO 4

Released: November 6, 2012, for Xbox 360

Re-Released: November 11, 2014, *Master Chief Collection* for Xbox One

June 27, 2557. Four years after the Master Chief and Cortana went missing in action, the ruined portion of *Forward Unto Dawn* drifted into the gravitational pull of a mysterious Forerunner planet called Requiem. Cortana woke Master Chief from cryonic sleep shortly before the Dawn's remnants were caught in Requiem's gravity well and forced into a crash-landing.

As Chief and Cortana explored Requiem, Cortana revealed that she was experiencing "rampancy," a declining mental state that leads to inevitable death. Chief promised to get Cortana to Earth, believing that Cortana's creator, Dr. Catherine Halsey, could fix Cortana's condition.

Chief and Cortana soon picked up garbled transmissions from another UNSC ship, the *Infinity*, which tracked the *Dawn*'s distress call. In an effort to warn *Infinity* of Requiem's gravity well, Cortana directed the Chief to deactivate what she believed to be communications jammers—but the Chief unwittingly released an ancient Forerunner warrior known as the Didact from imprisonment instead. The Didact attacked *Infinity* after it was dragged onto Requiem by the gravity well. Chief made contact with *Infinity* and helped repel the Didact's attack.

In the process, Chief was contacted by a Forerunner known as the Librarian, who explained that the Forerunners were divided on how best to combat the Flood. The Librarian reveals that the Didact used a device called a Composer to convert the warriors under his command into digital versions immune to infection—constructs known as the Prometheans. The Librarian, who has guided humanity's development, accelerated the Chief's evolution to grant him immunity to the Composer.

The Master Chief was ordered to retreat back to Earth, but he disobeyed orders and stayed behind to oppose the Didact. *Infinity* executive officer Commander Lasky gave Chief an armed transport and wished him luck. Chief and Cortana followed the Didact to a *Halo* ring, Installation 03. The Composer had been moved to the nearby Ivanoff Research Station, which the Didact retrieved and used to compose every individual on the station except the Chief.

Chief and Cortana used a fighter to follow the Didact's ship through slipspace toward Earth. Aided by *Infinity*, now commanded by Lasky, and the UNSC home fleet, the Chief boarded the Didact's ship with a nuclear warhead. With the help of Cortana, the Chief defeated the Didact, who fell into a slipspace corridor generated underneath the Composer. The Master Chief activated the nuke but was saved by Cortana, who sacrificed herself. The Chief was found by a UNSC rescue team and was taken back to *Infinity*, where he, mourning the loss of Cortana, talked with Lasky about Earth, humanity, and the meaning of a soldier's duty.

XBOX ONE
XBOX ONE EXCLUSIVE
HALO 5
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TEEN
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ESRB
343 INDUSTRIES
Microsoft Studios

HALO 5: GUARDIANS

Released: October 27, 2015, for Xbox One

October 25, 2558. Set several months after the events of *Halo 4*, *Halo 5: Guardians* continues the unfolding story of the Reclaimer saga. A brief period of peace is shattered when colony worlds are suddenly and unexpectedly attacked. Humanity needs the aid of its greatest hero once again, but the Master Chief has gone missing, prompting Spartan Jameson Locke to hunt him down—an act that initiates an epic adventure with consequences that threaten to redefine life for the entire galaxy.

Cast

Fireteam Osiris

A newly formed squad of capable Spartan-IVs, Fireteam Osiris works together to complete difficult, dangerous, and politically sensitive missions for the UNSC. Initially called into duty to extract Dr. Catherine Halsey from the clutches of Jul 'Mdama, Osiris is swept into a cascade of events that threaten humanity's very survival when they're tasked with the retrieval of an AWOL UNSC operative.

Spartan Locke

SPARTAN LOCKE

Role: Commander

Default Loadout: Battle Rifle, Magnum

Advantages: Artemis tracking system, fast thruster recharge, extra Frag Grenade, can issue orders

Fireteam Osiris's level-headed leader, Spartan Jameson Locke commands his comrades with fearless determination. Formerly an acquisitions specialist in the Office of Naval Intelligence (ONI), Locke is an expert in tracking, asset recovery, and elimination of high-value targets. Intelligent and quick to solve complicated political and tactical situations, Locke finds himself in familiar territory when pursuing an AWOL UNSC operative behind enemy lines. Armed with an advanced Artemis tracking system and backed by a team of skilled and loyal Spartan-IVs, nothing will stop Spartan Locke from catching up to his quarry.

Holly Tanaka

HOLLY TANAKA

Role: Technician

Default Loadout: DMR, Magnum

Advantages: Artemis tracking system, fast thruster recharge, improved motion sensor (visible while in Smart-Link)

A gifted gadget guru, Holly Tanaka serves as the engineering and electronics expert of Fireteam Osiris. Her keen mind and broad experience allow her to discern the function and operation of human, Covenant, and Forerunner devices and traps without the assistance of smart AI analysts. Tanaka has plenty of brawn to go along with her brains, expertly dispatching hostiles from afar with her powerful and accurate DMR.

Olympia Vale

OLYMPIA VALE

Role: Anthropologist

Default Loadout: SMG, Plasma Pistol

Advantages: Artemis tracking system, fast thruster recharge, increased speed (movement only)

Olympia Vale serves as the field anthropologist and Sangheili cultural expert of Fireteam Osiris. Curious and composed, Vale is fascinated by the contradictions and complexities of Sangheili culture, and finds in their psychology and rituals a truly challenging puzzle that can be unlocked through dedication and study. She's the only member of Fireteam Osiris who can speak Sangheili, and the only one equipped with an SMG and Plasma Pistol—two weapons not often carried by Spartans headed to the field.

Edward Buck

EDWARD BUCK

Role: Rifleman

Default Loadout: Assault Rifle, Magnum

Advantages: Artemis tracking system, fast thruster recharge, increased melee attack and Spartan Charge strength

Edward Buck has been around for a while—long enough to have learned the value of a good joke. This fortunate soldier has survived three harrowing decades of the Covenant War as an ODST, despite participating in its most vicious battles—a fact that speaks volumes about his skill and resolve. Buck's induction into the Spartan-IV program surprised no one. He is an expert in all forms of alien ass-kicking and serves as an invaluable advisor and mentor for the members of Fireteam Osiris.

Cast

Blue Team

A battle-tested team of hardened Spartan-IIs, Blue Team has endured countless operations and achieved victory for the UNSC time and time again. Led by humanity's greatest hero, the Master Chief, Blue Team works together to complete vital operations for the UNSC's top military brass. Unlike the Spartan-IVs of Fireteam Osiris, Blue Team's Spartan-IIs grew up together in the Spartan program. Their bond couldn't be stronger, and the team will unquestioningly follow the Master Chief wherever he leads.

Master Chief

MASTER CHIEF

Role: Commander

Default Loadout: Assault Rifle, Magnum

Advantages: Fast health and shield recharge, increased melee attack and Spartan Charge strength, can issue orders

Master Chief Petty Officer John-117 is the quintessential Spartan—calm, serious, and extremely professional. He is a living legend, inspiring awe like a heroic general, but with the formative presence of an armored tank. Throughout his extensive military career, John-117 has displayed characteristics and behaviors that are nothing short of extraordinary. Against all odds, his legendary heroics have saved humanity time and time again.

LINDA-058

Role: Sniper

Default Loadout: Nornfang (custom Sniper Rifle), Magnum

Advantages: Fast health and shield recharge, improved motion sensor (visible while in Smart-Link)Born Linda Pravdin, Linda-058 fills an essential role as Blue Team's markswoman. Her visual acuity and deft skill with ranged weapons are unparalleled, and she's considered the UNSC's most gifted sniper. Her skills have proven invaluable, particularly when operating within her marksman role, where she's often pitted against high-priority targets at extreme ranges or tasked with providing overwatch support for teammates. Linda's custom Sniper Rifle, Nornfang, has wrecked the heads of countless UNSC foes.

KELLY-087

Role: Scout

Default Loadout: Oathsworn (custom Shotgun), Magnum

Advantages: Fast health and shield recharge, increased speed (movement, clamber, melee, assassination, weapon swap, and reload)

An expert in all forms of combat, Kelly-087 has a particular gift for fieldwork and reconnaissance. Born Kelly Shaddock, this elite Spartan-II played an integral role during the Human-Covenant War and now finds herself fighting alongside the Master Chief as a member of Blue Team. Gifted with exceptional speed and armed with a mighty customized Shotgun called Oathsworn, Kelly-087 handles the scout and reconnaissance duties for Blue Team—and also annihilates any hostiles that move against her team.

Frederic-104

FREDERIC-104

Role: Soldier

Default Loadout: DMR, Magnum

Advantages: Fast health and shield recharge, extra Frag Grenade

Born Frederic Ellsworth, Frederic-104 is second in command of Blue Team under the Master Chief. Possessing a strategic mind that complements John's ability to intuitively grasp the essence of complex tactical situations, Fred-104 is one of the few remaining Spartan-IIs and holds the highest rank among his active-duty peers. He's like a brother to the Chief and always has the Chief's back covered with his powerful DMR.

CATHERINE HALSEY

Brilliant creator of the controversial Spartan program and Cortana AI, Dr. Catherine Halsey has recently found herself in the custody of the Covenant's Supreme Leader, Jul 'Mdama, as revealed by events that unfolded in the *Spartan Ops* expansion to *Halo 4*, as well as the *Escalation* comic book series. Driven by her scientific fascination and perpetual curiosity, Dr. Halsey seeks to unlock the secrets of a recent Forerunner technological find—but soon discovers evidence of an event so frightening, it prompts Halsey to contact the UNSC in search of support.

CAPTAIN LASKY

Captain of the UNSC flagship *Infinity*, Captain Thomas Lasky serves as supervisor to Blue Team and Fireteam Osiris. The young captain has already seen plenty of action, having been caught up in the Master Chief's adventures on Requiem not long ago. When Blue Team defies his direct orders, Captain Lasky is left with no other choice but to send Fireteam Osiris after the AWOL operatives, tasking Spartan Locke with their retrieval.

SARAH PALMER

A veteran of the Human-Covenant War, Sarah Palmer was augmented as one of the first Spartan-IV super-soldiers, and now serves as the Commanding Officer of the Spartan contingent aboard the UNSC *Infinity*. An exceptional and fearless pilot, Spartan Palmer never fails to complete her mission—whether it be a risky deployment or a hasty extraction.

JUL 'MDAMA

A cunning Sangheili warrior, Jul 'Mdama has used his success in securing an alliance with the Prometheans to cement his position as the Covenant's Supreme Leader. Having recently fallen in with Dr. Catherine Halsey, 'Mdama seeks to unlock the secrets of Forerunner Holy Relics, using their technology as a means of gaining power and control over all others throughout the galaxy.

ARBITER

Not all Sangheili are eager to follow Jul 'Mdama's new reign. Many choose to follow the Arbiter: a respected leader who now commands an alliance known as the Swords of Sanghelios. These rebellious Elites have decided to make war with the Covenant in an effort to liberate their homeworld. Guided by the Arbiter's cunning, focus, and resolve, the Swords have enjoyed many victories—yet Sanghelios still struggles to rid itself of its Covenant blight.

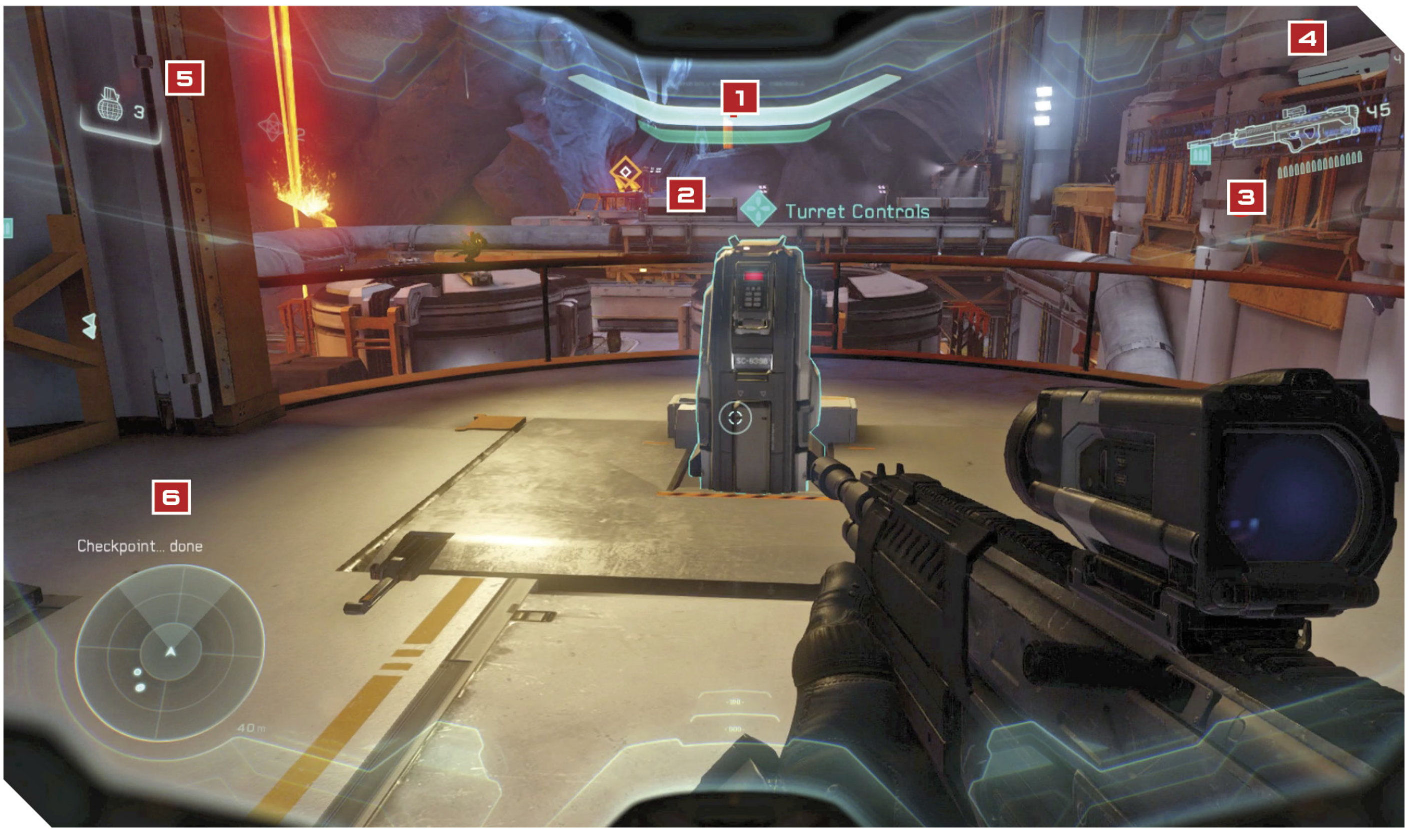
PRIMA GAMES

HALO 5 GUARDIANS

SPARTAN TRAINING

Spartan Training

The HUD



The various icons and indicators that appear on your screen during gameplay are collectively known as the HUD (heads-up display). Here's what they represent:

1 **Health and shields.** The top bar represents your shields; the bottom bar signifies your health. Energy attacks drain shields; physical attacks shred health. Master Chief regenerates health and shields faster than Spartan Locke.

2 **Objectives**. Press the Tracking button to identify the current objective, along with any other items of interest in the vicinity. Spartan Locke's Artemis Tracking system is more advanced and helpful than the Master Chief's.

3 **Primary weapon.** This weapon is shown on-screen and fired when you press the Fire button. Press the Reload button to reload. Press the Switch Weapon button to switch to your secondary weapon.

4 **Secondary weapon.** A backup to your primary weapon. Press the Switch Weapon button to equip it. You can only carry two weapons at a time. Try to carry one that's good for ranged combat and one that's good at close or medium range.

5 **Grenades.** Powerful thrown explosives. Up to two of each kind can be carried; however, Spartans Locke and Fred can each carry up to three Frag Grenades.

6 **Motion Tracker.** An invaluable tool that alerts you to nearby hostile activity. Enemies in the vicinity appear as red blips on your Motion Tracker whenever they move.

HEROIC HUDS

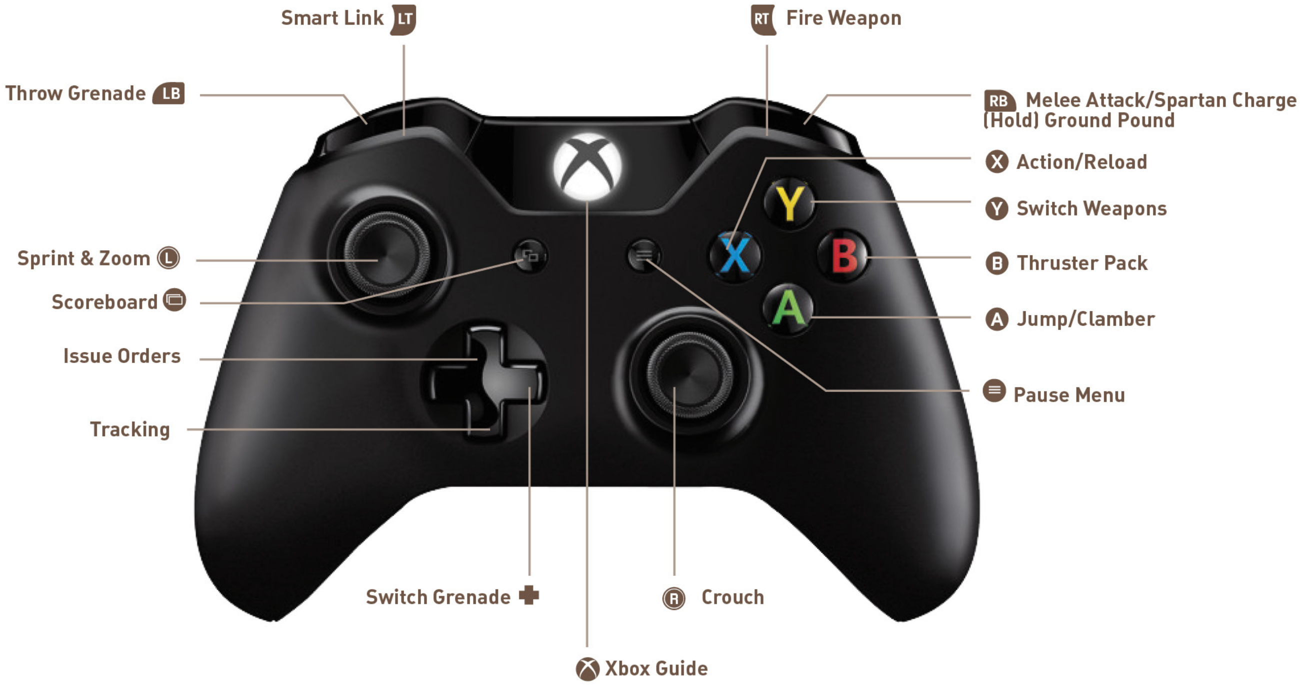
Each member of Fireteam Osiris and Blue Team has their own unique HUD style, and all of their HUDs display the same valuable information.

HALO 5
GUARDIANS
SPARTAN TRAINING

Spartan Training

Controls and Options

To craft the perfect *Halo 5: Guardians* experience, be sure to visit the Options menu, where you can fine-tune many different controls and settings. Experiment with the selection of control schemes and find the perfect setup for your style of play.


Smart Link LT
Fire Weapon RT
Throw Grenade LB
RB Melee Attack/Spartan Charge (Hold) Ground Pound
X Action/Reload
Y Switch Weapons
Sprint & Zoom L
Scoreboard
B Thruster Pack
A Jump/Clamber
Issue Orders
Pause Menu
Tracking
Switch Grenade ✚
R Crouch
Xbox Guide

Spartan Training

Combat

Much of your time in *Halo 5: Guardians* is spent locked in furious firefights against hordes of evil aliens. Danger lurks around every corner, and battle can (and often does) erupt at any given moment. Spartans must always be ready to engage and overcome the enemy—read on to learn how to do just that.

SITUATIONAL AWARENESS

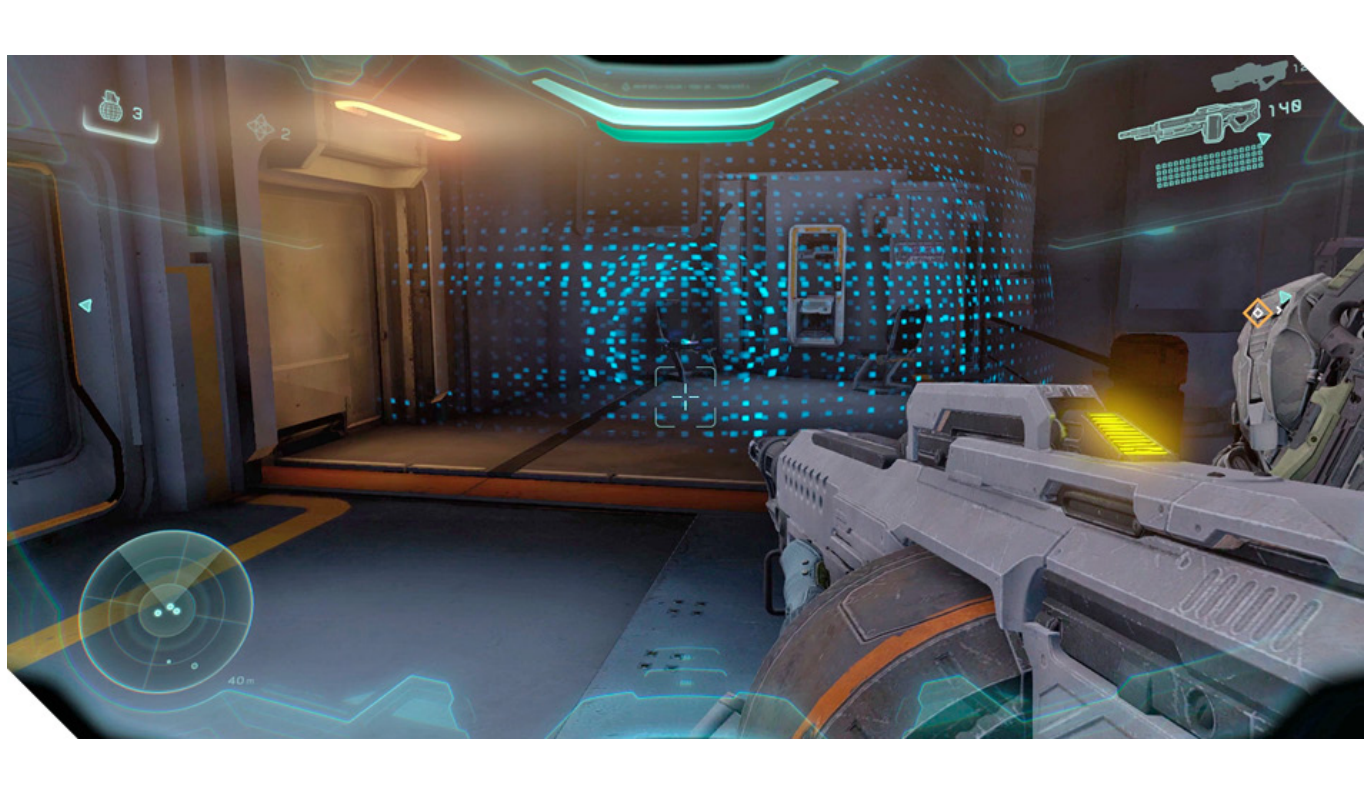
Being aware of one's surroundings is vital when conducting business out in the field. Spartans have a number of advantages that can help them again a situational advantage during combat.

Motion Tracker

Located in the bottom-left corner of the screen, the Motion Tracker relays valuable information on enemy movement. Use it to detect nearby enemies and avoid being caught off-guard. Note that enemies only appear on Motion Tracker while they're moving or firing; enemies vanish from Motion Tracker while they remain stationary.

Artemis System

Press the Tracking button to engage Spartan Locke's Artemis system and scan the vicinity for items of interest. Artemis will reveal nearby weapon caches, interactive objects such as control panels, and special devices such as data pads that can provide you with Mission Intel. Master Chief doesn't have the advantage of Artemis, so pressing the Tracking button merely highlights the current objective.



Radio Chatter

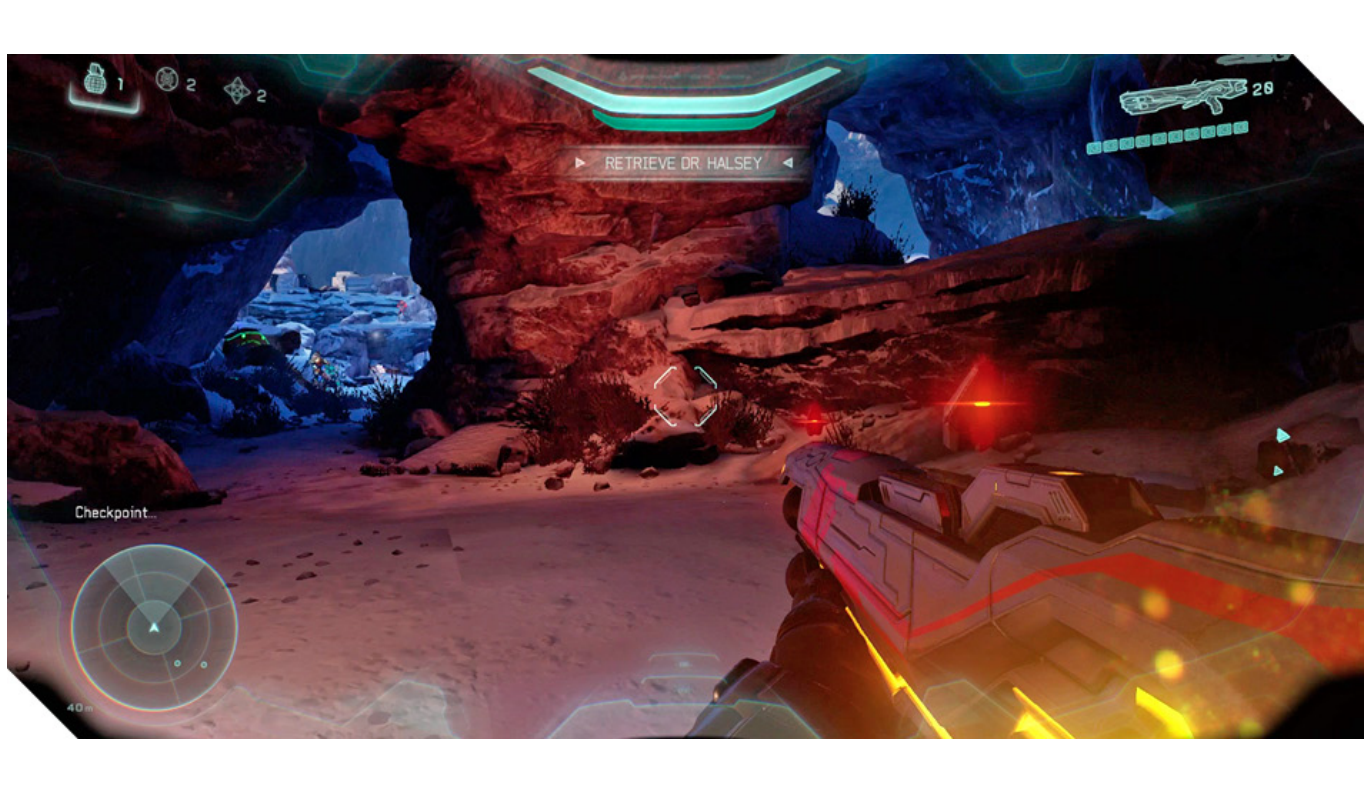
RETRIEVE HALSEY'S CONSTRUCTOR

Spartans must use all of their senses to outwit and outmaneuver the enemy. Listen carefully to your teammates and be quick to respond to the situation accordingly. Here are some examples:

- Downed teammates will call out for help. Hurry over and revive them!
- Allies will alert you when grenades are inbound. Fall back to avoid the blast!
- Power weapons such as Fuel Rod Cannons make unique sounds when fired. Know the sounds of such weapons and you'll be instantly alerted to their presence!

Alternative Routes

Many of the areas visited in *Halo 5: Guardians* are filled with secret routes and passages that creative Spartans can identify and use to gain tactical advantages over their enemies. For example, smashing through a weak wall may lead to a cache of weapons or perhaps a side passage that sets you up to flank unwary foes. Don't feel obligated to rush headlong into the fray; more often than not, you'll be rewarded for taking a tactical approach.



MOVING WELL

Stationary targets are easily hit, so it pays to stay in motion. Seasoned Spartans can skillfully traverse even the worst terrain by performing the following acrobatic actions.

Crouching

Crouch to drop to your knees and squeeze into tight spaces. You can also crouch to duck down behind short objects and take cover from enemy fire. Crouching is a useful technique that can make you more difficult to see and shoot from afar.

ATTACH POINT

SILENT AND DEADLY

Spartans make little sound when moving about while crouching, and they don't appear on enemy radar. Sneaky!

Sprinting

When the going gets tough, the tough get going—and there's no faster way to go it on foot than sprinting. Sprint to quickly move from one location to another—a vital tactic when advancing out from cover. Spartans never run out of stamina, so there's never a need not to sprint. Get where you're going quickly by sprinting—you'll present a difficult target along the way.

VENTILATION DUCT

Spartan Charge

While sprinting at full speed, press the Melee button to perform a swift forward shoulder thrust—a mighty maneuver known as a Spartan Charge. Use this technique to knock enemies for a loop or to smash through weak walls and access secret areas.

TAKE CONTROL

Struggling with the controls? Remember to visit the Options menu and tailor them to suit your style of play!

Jumping And Clambering

Reaching higher ground is a key tactic that provides Spartans with advantages in many battles. Press the Jump button to leap up onto objects or across gaps in terrain. If a higher surface is within your reach, press the Jump button again while jumping toward the surface to grab onto the edge and clamber up onto it. Clambering onto objects is a new maneuver never before utilized by Spartans, and it opens up many different avenues for exploring.

GROUND POUND

After jumping (or anytime while airborne), press and hold the Melee button to initiate a midair maneuver known as a Ground Pound. Continue holding the Melee button to store up power—the Ground Pound will execute automatically when full power is achieved. You can also release the Melee button to perform the Ground Pound prior to reaching full power. Ground Pounds can be devastating offensive maneuvers, but Spartans are totally exposed while hanging in midair and charging the maneuver. This makes Ground Pounds the definition of "high risk, high reward."

Thrusting

While moving in any direction, press the Thruster Pack button to engage your suit's thrusters and perform a short, swift boost in that direction. Thrusters take time to recharge; an icon appears to the right of your health and shield gauges while your thrusters are recovering. A special sound occurs when your thrusters come back online. Thrusting is an extremely important maneuver, so practice it and use it to gain the following advantages:

- **Damage control:** Thrust to avoid attacks such as grenades or melee strikes that would normally devastate you.
- **Go the distance:** Thrust while jumping to soar forward, gaining the extra distance you need to clear longer gaps.
- **Blast the back:** Thrust to dodge melee strikes from powerful enemies such as Knights and Hunters, then blast their vulnerable backs to bring them down fast!

Issuing Orders

Master Chief and Spartan Locke aren't alone: Each has a skilled Fireteam of Spartans behind them that shares in their adventures and battles. Issuing orders to your team is a vital tactic that gives you significant advantages. Fortunately, issuing orders is a breeze: It's all done through the use of the Issue Orders button.

ON SECOND THOUGHT...

Accidentally issue the wrong orders? Press and hold the Issue Orders button to cancel them.

OUT OF ORDER

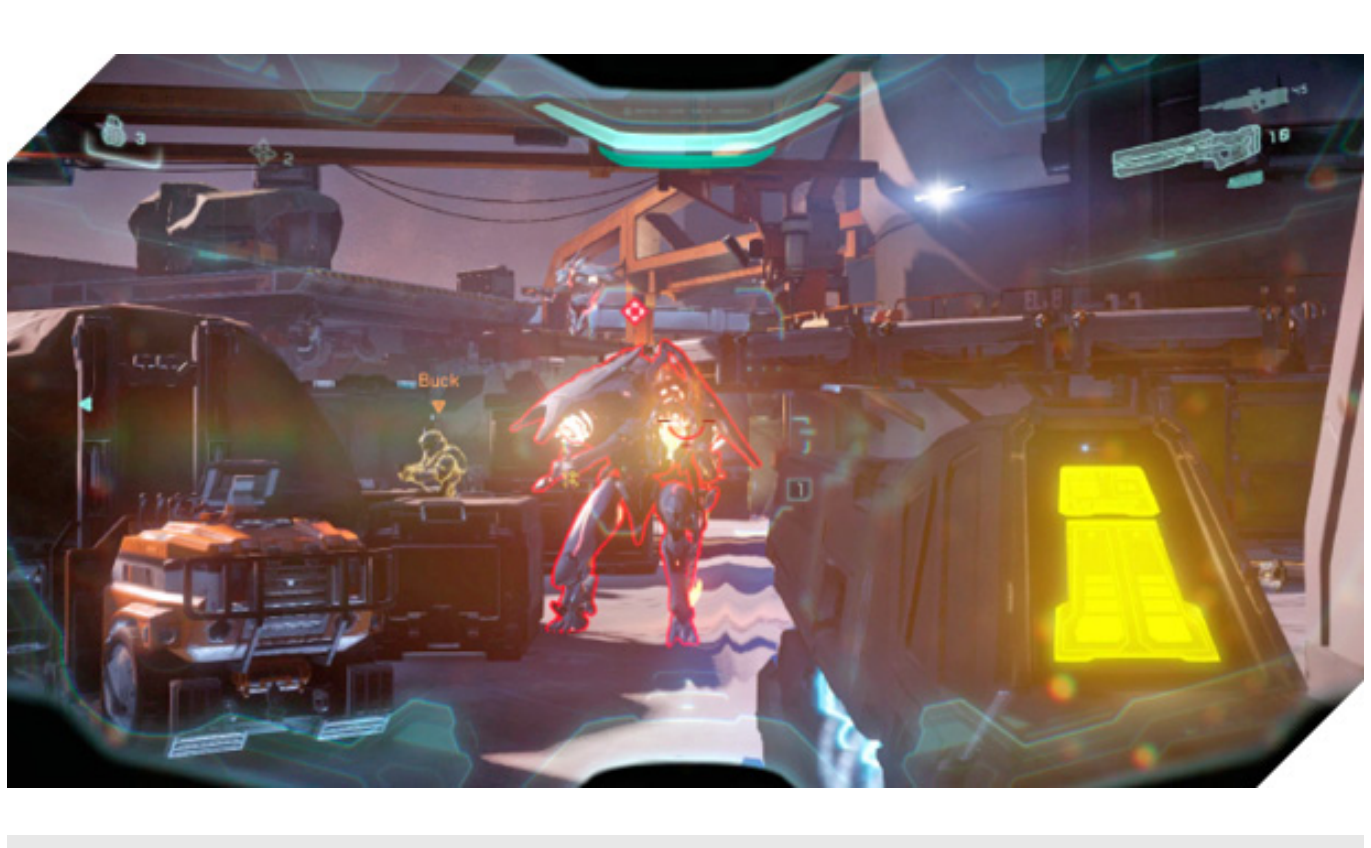
Teammates may ignore your orders if they're busy with more pressing matters.

Move

Aim at any location and press the Issue Orders button to order your team to move there. Issuing move orders is useful for positioning your teammates to help you flank the enemy. You can also use the Move order to send teammates into hot spots, using them as bait to draw out the enemy while you move to neutralize the hostiles.

Attack

Order your team to attack enemies by pressing the Issue Orders button while aiming at any hostile. This is an invaluable tactic to employ against powerful enemies such as Hunters and Knights. Issue the attack order, then move to flank the hostile while your team opens fire and diverts its attention. Your team focuses fire to pile on the damage against targets you mark with the Issue Orders button, adding to the value of this handy command.



CULL THE WEAK

Ordering your team to attack weaker hostiles can also be beneficial. Snipers and Watchers are particularly good candidates for the attack order, as they're easily defeated by accurate ranged fire

Take Weapon

Everyone loves powerful weapons like Sniper Rifles and Rocket Launchers, and your teammates are no exceptions. Whenever you find a valuable weapon that you don't have room to carry (or perhaps one that you're not particularly fond of), consider using the Issue Orders command to have a teammate take it instead. Computer-controlled teammates never run out of ammo, so handing them power weapons lends your squad a significant advantage. Put powerful weapons in the hands of your teammates and then mark enemies as priority targets to annihilate them in short order.

Revive

Running out of health doesn't necessarily end your adventure in *Halo 5: Guardians*. Instead, a Spartan's armor commonly locks up when they run out of health, prompting a brief countdown before death sets in. Prior to their demise, the downed Spartan can be revived by any teammate who rushes over and holds the Action button to bring their armor and shields back online. The healing process takes time, during which the healer is totally exposed to enemy fire. Successfully reviving a downed teammate restores both the healer and the target to full health and shields, bringing them back into the fight.

LITTLE HELP?

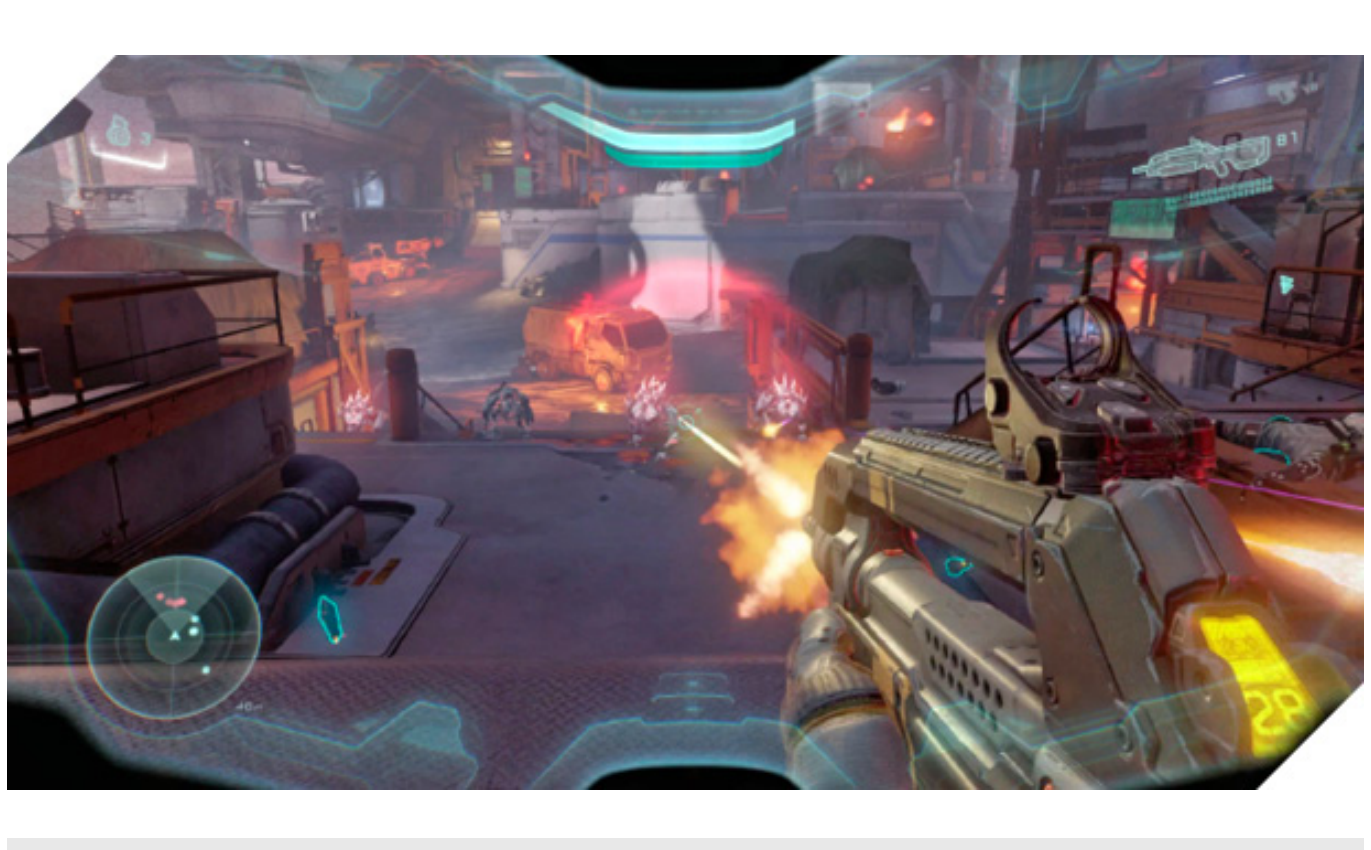
Whenever you fall in battle, tap the Action button to call out to nearby teammates. They'll hurry over and revive you.

ON THE OFFENSE

We've covered the basics of movement and leadership—now let's get to the good stuff. Taking the fight to the UNSC's enemies is the duty of every Spartan, and there's nothing like a powerful offensive to put your foes on the run.

Aiming And Shooting

Your reticle turns red whenever you're aiming at an enemy within you weapon's effective range; press the Fire Weapon button to unload whatever weapon you happen to be carrying. Depending on the weapon and situation, you may wish to tap the button to fire off multiple rounds, or you might simply hold the button to unleash a steady barrage of full-auto fire. Some weapons will perform a secondary function while the Fire button is held—the Plasma Pistol's charged shot is one example.

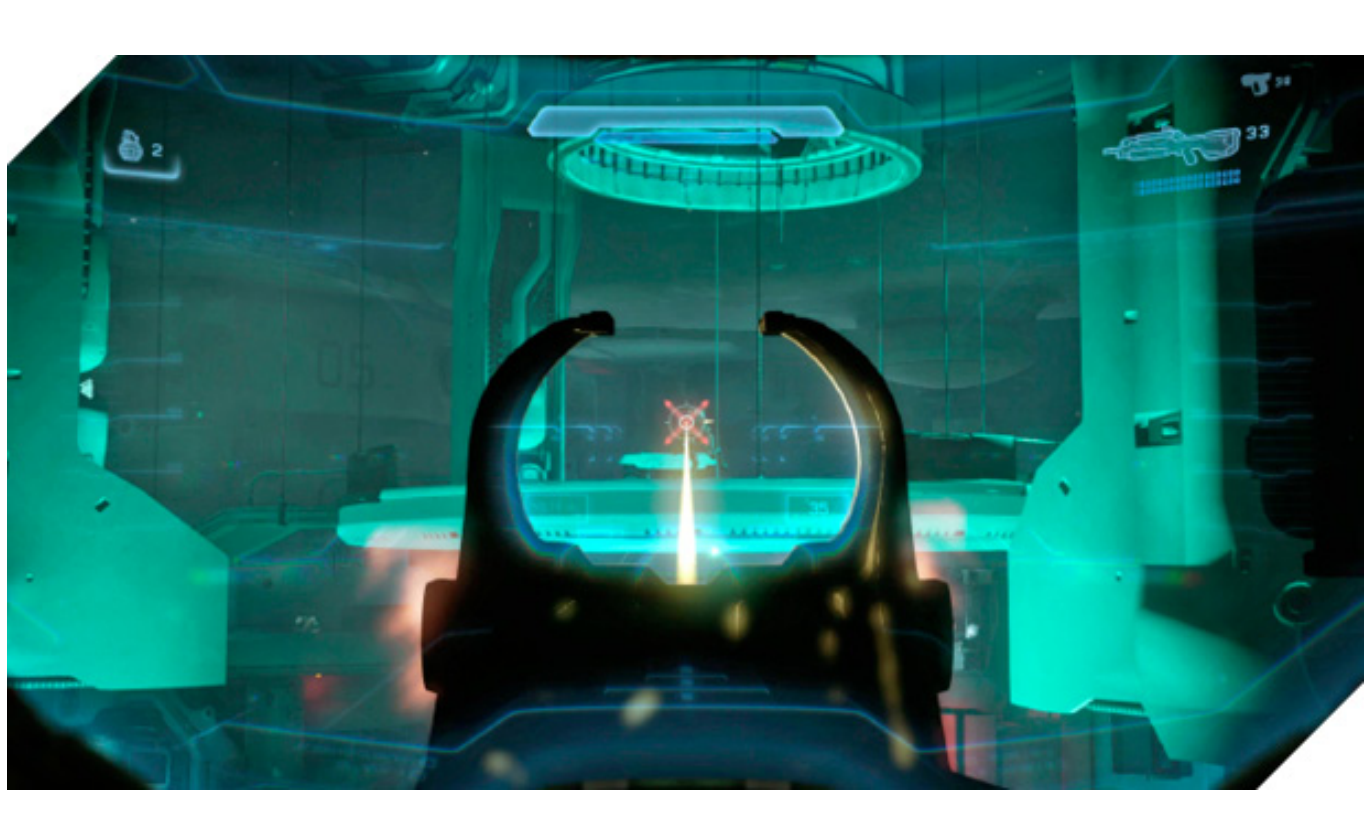


RETICLE INTEL

Your reticle relays information on the current target as you fire upon it. Red arrows appear when you're firing on a weak spot—keep firing! A red X appears in the center of your reticle each time a kill is confirmed.

Smart-Link

For a closer view of the target, press and hold the Smart-Link button to aim down the barrel of your weapon, or to peer through its scope. Weapons with scopes allow for greater magnification; press the Zoom button while aiming with Smart-Link to zoom in even closer with weapons such as Sniper Rifles. Use Smart-Link after jumping to engage stabilizer thrusters and sight enemies from midair with greater accuracy. Smart-Link is broken whenever you suffer damage.



Headshots And Weak Points

Although somewhat difficult to achieve, headshots are by far the fastest way to bring down most hostiles you encounter in *Halo 5: Guardians*. It takes skill and patience, but once you get the hang of headshots, you'll find them to be an extremely efficient and addicting method of neutralizing unprotected foes. Grunts, Jackals, and Crawlers are all susceptible to one-shot kills—just pop them in the noggin with a headshot-capable weapon. Not all weapons are capable of scoring headshots—some of the most common include the Magnum, Battle Rifle, DMR, and Carbine.

Some enemies feature other weak points that can be fired upon to facilitate their demise. The Hunter's back is its weak point, for example. Promethean Knights and Soldiers also feature weak points, but you must shred their armor to expose their vulnerable cores. Read each enemy's section in the "Intel" chapter to learn all about their individual strengths and weaknesses.

Melee Attacks

Aggressive enemies may try to close in and attack you with melee strikes. Return the favor by pressing the Melee button and landing mighty blows of your own. Melee attacks are quite powerful and produce less sound than gunfire. Strike an unwary foe from behind with a Melee attack to perform a silent assassination that won't raise the alarm.

Using Grenades

Grenades are deadly thrown explosives that can help you quickly neutralize hardened targets and hostile mobs. Toss grenades into groups of foes to make them scatter—one way or another. Grenades are great for breaking a Jackal's defensive posture or forcing uncooperative Elites and Soldiers from cover. There are three different types of grenade in *Halo 5: Guardians*; learn the nuances of each one, and press the Switch Grenade button to switch between them.

- Frag Grenades can be bounced around corners to obliterate unsuspecting foes.
- Plasma Grenades stick to enemies and vehicles, all but ensuring their demise.
- Splinter Grenades bounceonce and then explode into a static death cloud that persists for several seconds, preventing the enemy's advance.

Selecting Weapons

The weapons that a Spartan chooses to carry and unleash against enemies is a very personal choice, but there are some helpful guidelines. You can only carry up to two firearms at once, so it's important to select a combo that offers both firepower and flexibility. Most Spartans agree that a solid ranged firearm, such as a DMR or Battle Rifle, combined with a formidable midrange weapon, like an SAW or SMG, is an ideal pairing that lends the wielder options, letting them adapt to *Halo 5: Guardians*' fluid and dynamic battles.

TOOLS OF THE TRADE

Picking the right weapon for the threat at hand is vital. Use conventional weapons, including most UNSC firearms, to rip through exposed flesh and weak points. Rely on energy weapons like Plasma Pistols and Storm Rifles to strip away enemy shields. Call upon Forerunner weaponry, such as the Boltshot and Suppressor, to decimate armor and swiftly expose the cores of Knights and Soldiers—but switch to a conventional weapon such as a Magnum or Battle Rifle to finish them off.

ON THE DEFENSE

Defending oneself from harm is vital to the survival of all Spartans. Even the most formidable warrior won't last long when pitted against overwhelming enemy fire, so learn how to defend yourself and turn the tide of battle against your foes.

Utilizing Cover

Taking cover is the most basic and important rule of defense. Remain near crates, walls, barricades, boulders, and anything else that you can use as cover from incoming fire. Even if you take damage, your shields will regenerate in a few seconds, provided you can avoid being hit. Keeping close to effective forms of cover helps you do just that.

Taking The High Ground

Firing down on enemies below you is almost always preferable to being shot at from foes lurking above. Whenever possible, look to exploit your surroundings and climb to higher ground. You're harder to hit when you're up high, leaving you free to rain down grenades and bullets without much fear of counterattack. You're also in position to catch the enemy off guard with an unexpected Ground Pound!

Retreating

Should the enemy ever threaten to overwhelm you, never hesitate to fall back to a safer position. Retreating is a key battle tactic that grants Spartans a chance to recover shields and regroup with their teammates before pressing the attack once more. If your forward advance is being met with stiff opposition, fall back and see if you can entice the enemy into rushing into a trap.

DRIVING VEHICLES

Vehicular combat plays a major role in many battles in *Halo 5: Guardians*. Take advantage of vehicles whenever they're provided, using them to vastly improve your firepower and mobility. Each vehicle has its own unique features—see the "Intel" chapter for complete details.

OLYMPIA VALE
Loading... done

SHE'S GONNA BLOW!

Vehicles can protect you from harm, but you're still somewhat exposed while driving them. Keep an eye on your health and shields, as well as the state of your vehicle. Don't hesitate to abandon a doomed vehicle when you're drawing too much fire.

Hijacking Vehicles

Although it's quite risky, daring Spartans can hijack enemy vehicles, taking control of them or disabling them in one deft maneuver. Smaller vehicles such as Ghosts, Warthogs, and Mongooses can be stolen away from their driver, while larger vehicles such as Scorpions and Wraiths can be swiftly destroyed by climbing onto the vehicle, smashing an opening, and dropping a grenade inside. Note that the risk of being run over or obliterated beforehand is quite high.

Tanaka
Plant Grenade

BOARDING ETIQUETTE

Before you can hijack and disable a Wraith or Scorpion Tank, you must first eliminate its exposed gunner (if one is present). Ghosts, Warthogs, and Mongooses can be hijacked without having to neutralize its occupants.

SWITCHEROO

Hold the Jump button to quickly switch between a vehicle's driver's seat and gunner's position. This is especially handy in Warthogs, helping you move from wheel to turret and back again as needed.

HALO 5
GUARDIANS
INTEL

Weapons

Overview

Knowledge is power, and this chapter is packed full of intel that all Spartans should work at committing to heart. All of the weapons, enemies, and vehicles encountered throughout the Campaign are covered in this chapter—read up on each one to gain an advantage going into every mission.

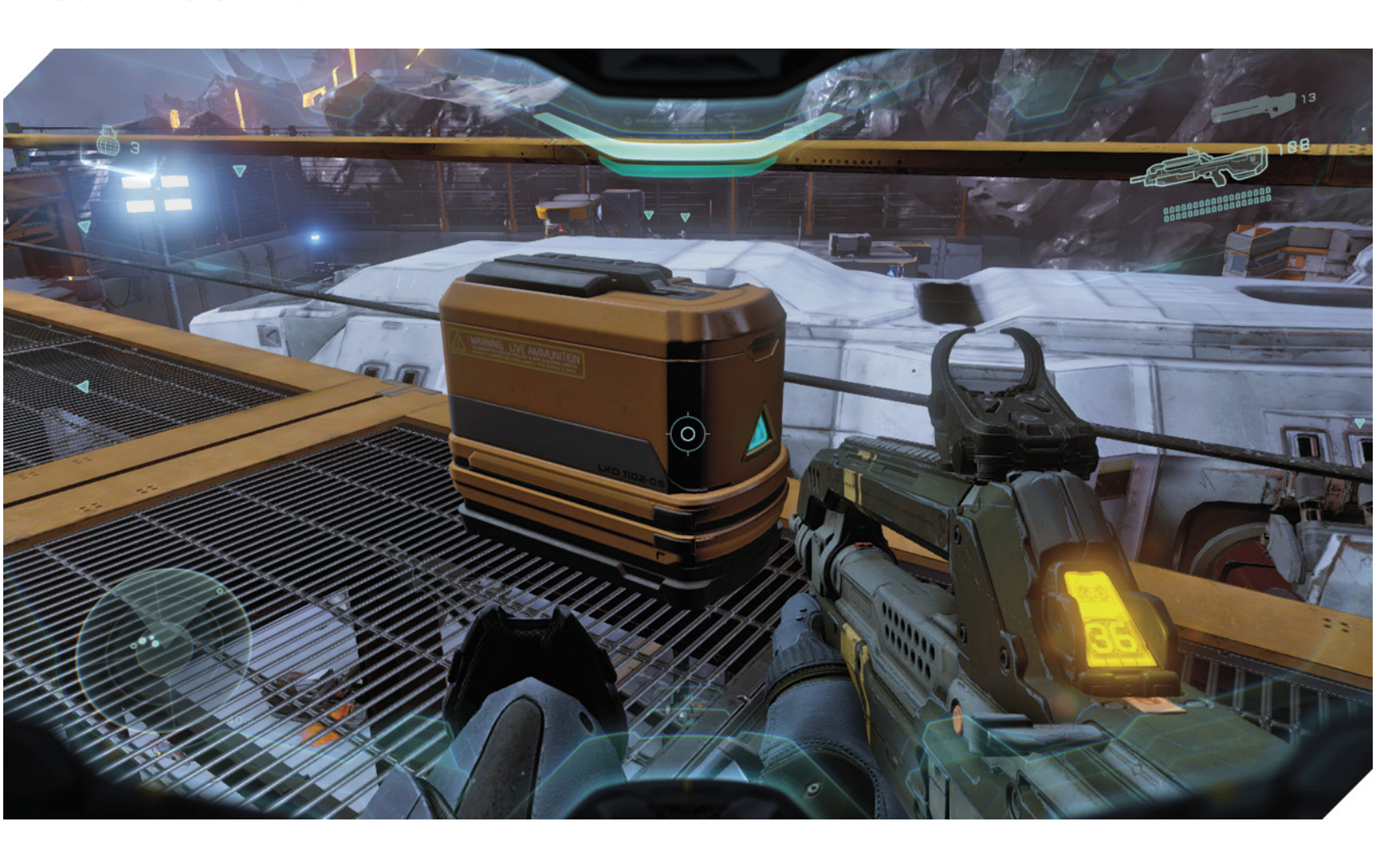
From grenades to gun turrets, all UNSC, Covenant, and Forerunner weapons are covered here. Information includes statistical overviews, advantages and drawbacks, and any unique traits.

Weapons

UNSC Weapons

A vast military organization, the United Nations Space Command boasts more military muscle than any other faction. Most UNSC weapons are of the conventional variety—that is to say, weapons that fire some form of bullet or explosive. As a Spartan, you'll be getting a lot of use out of UNSC weapons, so familiarize yourself with each one.

UNSC AMMO CRATE



Keep your eyes peeled for UNSC ammo crates. Moving close to one of these little crates tops off your ammo, making them extremely valuable. Stick close to UNSC ammo crates and you'll never run out of ammo for these weapons:

- » Assault Rifle
- » Battle Rifle
- » DMR
- » Magnum
- » Shotgun
- » SMG

ASSAULT RIFLE

Range: Close-medium

Headshots: No

Magazine: 36

Spare Ammo: 216

Firing Speed: Full-auto

Secondary Fire: None

The standard-issue Assault Rifle is a powerful fully automatic weapon. Designed for inflicting rapid damage to light armor and flesh at close or medium range, the Assault Rifle's effectiveness drops off when wielded against heavily armored or shielded foes, or when leveled at more distant threats. Its low magazine capacity also compels a high reload frequency.

- » Inflicts great damage on close-range threats.
- » Accuracy can be preserved by firing in short, controlled bursts.
- » Suffers from a low magazine capacity.

BATTLE RIFLE

Range: Medium-long

Headshots: Yes

Magazine: 36

Spare Ammo: 108

Firing Speed: Triple-shot semi-auto

Secondary Fire: None

Designed for optimum effectiveness at most any range, the Battle Rifle is an excellent weapon to employ in both medium- and long-range firefights. Its three-shot burst fire mechanic pumps plenty of lead into threats with each pull of the trigger, but this also means that the Battle Rifle's magazine can quickly run dry if you're not careful.

- » Fires three rounds per trigger pull.
- » Capable of breaking enemy shields and defeating the enemy in the same firing burst.
- » Powerful and accurate, and its triple-shot firing mechanism makes it ideal for scoring headshots.

CHAINGUN TURRET

Range: Close-medium

Headshots: No

Magazine: 250 (detached)

Spare Ammo: None (detached)

Firing Speed: Full-auto

Secondary Fire: None

When human troops need to defend vital terrain, they often deploy Chaingun Turrets. The powerful Chainguns affixed to these turrets rapidly pump out high-caliber rounds, making them ideal for shredding through ground troops. Like other turrets, Chainguns never run out of ammo as long as they're affixed to their mount. Detaching the Chaingun from its mount allows you to wield the weapon while on the move; however, the Chaingun's ammo supply becomes limited once it has been detached.

- » Fast-firing, high-caliber firearm designed to dish out damage.
- » Low accuracy but high volume.
- » Unlimited ammo while affixed to mount. Can be detached for portability.

DMR

Range: Medium-long

Headshots: Yes

Magazine: 15

Spare Ammo: 45

Firing Speed: Semi-auto

Secondary Fire: None

The DMR (Designated Marksman Rifle) is a powerful semi-automatic rifle. It's designed to excel in mid- to long-range firefights, and few weapons can match the DMR's pinpoint accuracy and lethal firepower. The weapon's scope allows for improved accuracy over longer distances, but it's not quite as powerful as the Sniper Rifle's scope. In fact, that's a good way to think of the DMR: a less-powerful Sniper Rifle with a much larger magazine that can be fired more rapidly.

- » Incredibly accurate and powerful rifle.
- » Scope allows for precision headshots over long distances.
- » Dominant at range but vulnerable to close-combat rushers.

FRAG GRENADE

Range: Medium-long

Headshots: No

Magazine: N/A

Spare Ammo: 2 (3 for Locke)

Firing Speed: Single thrown grenade

Secondary Fire: None

These powerful explosives can be thrown quite far and detonate shortly after striking the ground (or anything else), obliterating anything nearby. Frag Grenades will bounce off of walls and other objects, allowing them to be thrown creatively at foes hiding behind cover. Their fuse is short and their blast radius is large, making them ideal for wiping out groups of foes.

- » Powerful thrown explosive.
- » Bounces and skitters around before exploding.
- » Can be creatively bounced around corners and behind cover to blast hiding enemies.

GAUSS TURRET

Range: Medium-long

Headshots: No

Magazine: 9 (detached)

Spare Ammo: None (detached)

Firing Speed: Single shot

Secondary Fire: None

Gauss Turrets are powerful weapons capable of annihilating hardened targets. Their colorful blasts can be delivered across great distances to decimate foes, and the Gauss can be fired quickly enough that a second shot is usually an option if the first one doesn't get it done. Like other turrets, the Gauss features unlimited ammo for as long as it's affixed to its mount. Detach the Gauss from its mount to carry it around as a third weapon—one so big and powerful it hampers your mobility.

- » Unleashes mighty blasts that devastate threats at any range.
- » Good accuracy, great damage.
- » Unlimited ammo while affixed to mount. Can be detached for portability.

HYDRA LAUNCHER

Range: Medium-long

Headshots: No

Magazine: 6

Spare Ammo: 18

Firing Speed: Full-auto

Secondary Fire: None

The UNSC's newest toy, the Hydra Launcher is a compact missile launcher capable of unleashing volleys of up to six explosive missiles at medium- or long-range threats. Sight enemies with Smart-Link to establish targeting locks with the Hydra, then pull the trigger to send one or more of its missiles zipping toward their prey (hold the trigger to fire missiles in a full-auto volley). The Hydra's missiles don't pack the same huge punch as the Rocket Launcher's, but a full volley will decimate most targets. Unlike when loading the Rocket Launcher, each missile must be loaded into the Hydra individually, increasing its reload time.

- » Launches up to six missiles at enemies, with explosive results.
- » Tracking system causes missiles to home in on targets once locks are established.
- » Unloading a full volley will annihilate most threats, but reloading each individual missile takes time.

MAGNUM

Range: Medium

Headshots: Yes

Magazine: 12

Spare Ammo: 48

Firing Speed: Semi-auto

Secondary Fire: None

A trusty UNSC sidearm. Magnums may be small, but they're incredibly accurate and pack quite a punch. Magnums are great for scoring headshots against unprotected enemies, including Grunts, Jackals, and Crawlers. Zoom in with the Smart-Link button and aim for the kill!

- » Fast-firing, easy to handle, low recoil.
- » Capable of one-shot kills against Grunts, Jackals, and Crawlers.
- » Good to pair with full-auto weapons, such as an Assault Rifle or SMG, until more effective ranged weaponry like Battle Rifles or DMRs can be acquired.

RAILGUN

Range: Long

Headshots: No

Magazine: 1

Spare Ammo: 13

Firing Speed: Single charged shot

Secondary Fire: None

Few weapons combine exceptional range, accuracy, and lethality quite as seamlessly as the UNSC's Railgun. The weapon takes a few seconds to charge, and then a high-explosive, armor-piercing shell is delivered to the Railgun's most unfortunate victim. Railguns are absolutely deadly and can bring down Hunters, Knights, and even armored vehicles in short order. Ensure you have a more adaptable weapon as a backup, however, because the Railgun's long firing delay and single-shell ammo capacity make it one of the least-versatile weapons around.

- » Requires several seconds to charge prior to firing.
- » Each blast punishes the target for tremendous amounts of damage.
- » Rails penetrate armor and shields, crippling even the most hardened of targets.

ROCKET LAUNCHER

Range: Short-medium

Headshots: No

Magazine: 2

Spare Ammo: 4

Firing Speed: Semi-auto

Secondary Fire: None

Rocket Launchers rank among the UNSC's most powerful portable armaments. The rockets they fire travel somewhat slowly but land with tremendous impact. Two rockets can be launched before reloading, which is more than enough to annihilate most targets, especially when the weapon's tracking system is employed. Lock onto a target, then simply "fire and forget." Turn Rocket Launchers loose against vehicles and powerful ground adversaries, such as Knights and Hunters, for explosive results.

- » Explosively powerful long-range weapon.
- » Can destroy vehicles and bring down powerful enemies such as Knights and Hunters.
- » Tracking system lets you lock on to flying vehicles and then "fire and forget."

ROCKET TURRET

Range: Medium-long

Headshots: No

Magazine: 24 (detached)

Spare Ammo: None (detached)

Firing Speed: Three-rocket volleys

Secondary Fire: None

Rocket Turrets are formidable stationary weapons designed to annihilate advancing enemies. The weapon features no tracking system, but its volleys of explosive rockets are lethal to ground troops and can obliterate vehicles if multiple hits are scored. Like many turrets, the Rocket Turret features unlimited ammo until the weapon is detached from its mount. Once detached, the Rocket Turret's lethal ammo becomes limited, but you gain the advantage of mobility while wielding this potent weapon.

- » Unloads furious rocket volleys that can obliterate threats at any range.
- » Low accuracy, great damage.
- » Unlimited ammo while affixed to mount. Can be detached for portability.

SAW

Range: Close-medium

Headshots: No

Magazine: 72

Spare Ammo: 216

Firing Speed: Full-auto

Secondary Fire: None

Utilizing a drum magazine, SAWs (Squad Automatic Weapons) are designed to unleash a massive spread of high-caliber rounds in the blink of an eye. Think of them as a marriage of the SMG's intense firing speed with the Assault Rifle's range and power. SAWs unload their rounds so quickly that the weapon can shred through armor, energy shields, and flesh alike, all with blistering haste. The SAW's recoil and muzzle flare are so intense that even Spartans have difficulty handling these mighty firearms.

- » Incredibly powerful full-auto assault rifle.
- » Recoil can be compensated for by firing in short, controlled bursts.
- » Awesome yet rarely encountered. Grab them whenever they appear.

SHOTGUN

Range: Close

Headshots: No

Magazine: 5

Spare Ammo: 15

Firing Speed: Semi-auto

Secondary Fire: None

Shotguns are powerful firearms designed to devastate unshielded targets at close range. The weapon is incredibly powerful, but it forces the user to enter close quarters to wield it effectively. Rather than relying on the Shotgun offensively, use it as a defensive backup when faced with enemies that like to swarm in.

- » Delivers devastating payloads to close-range threats.
- » Shell must be loaded one at a time, making for long reload periods.
- » Thrust and dodge around powerful enemies like Hunters and Knights, then blast their vulnerable backs and cores to defeat them quickly.

SMG

Range: Close

Headshots: No

Magazine: 60

Spare Ammo: 360

Firing Speed: Full-auto

Secondary Fire: None

SMGs (Submachine Guns) are compact, full-auto handguns designed to unload bullets at a blistering frequency. Favoring rate of fire over accuracy, SMG magazines don't last long, but they often don't need to; SMGs will cut down most foes in short order. Resist the urge to unload the weapon haphazardly, however; fire SMGs in short, controlled bursts to conserve ammo and increase accuracy.

- » Surprisingly powerful and effective at close and medium range.
- » Tap the Fire Weapon button to improve accuracy against medium-range threats.
- » Consumes ammo rapidly; select other weapons when ammo is scarce.

SNIPER RIFLE

Range: Long

Headshots: Yes

Magazine: 4

Spare Ammo: 16

Firing Speed: Semi-auto

Secondary Fire: None

Sniper Rifles are incredibly powerful long-range firearms designed to deliver devastating rounds to remote threats with precision accuracy. The weapon's powerful scope lets marksmen sight enemies from clear across a battlefield, picking them off cleanly, efficiently, and without warning. Sniper Rifles are the kings of long-range combat, but they're clumsy to wield at close and medium range, leaving their users exposed to rush tactics.

- » Devastatingly powerful and accurate firearm.
- » Advanced scope lets the user zoom in twice to fire on distant threats with incredible accuracy.
- » Headshots are lethal, but being hit anywhere by a Sniper Rifle can kill.

SPARTAN LASER

Range: Long

Headshots: No

Magazine: 1

Spare Ammo: 3

Firing Speed: Single charged shot

Secondary Fire: None

The Spartan Laser is one of the few UNSC directed-energy weapons. While this means extra ammo can't be collected for the Spartan Laser, the four devastating blasts that can be unleashed from a fully charged Spartan Laser are likely enough to annihilate any target. Like Railguns, Spartan Lasers must charge briefly prior to firing. This gives the enemy a chance to seek cover or dodge the shot, causing you to waste precious energy. Level the Spartan Laser at stationary threats or at larger, slower targets, such as Hunters and Knights, to ensure that its devastating shots find their mark.

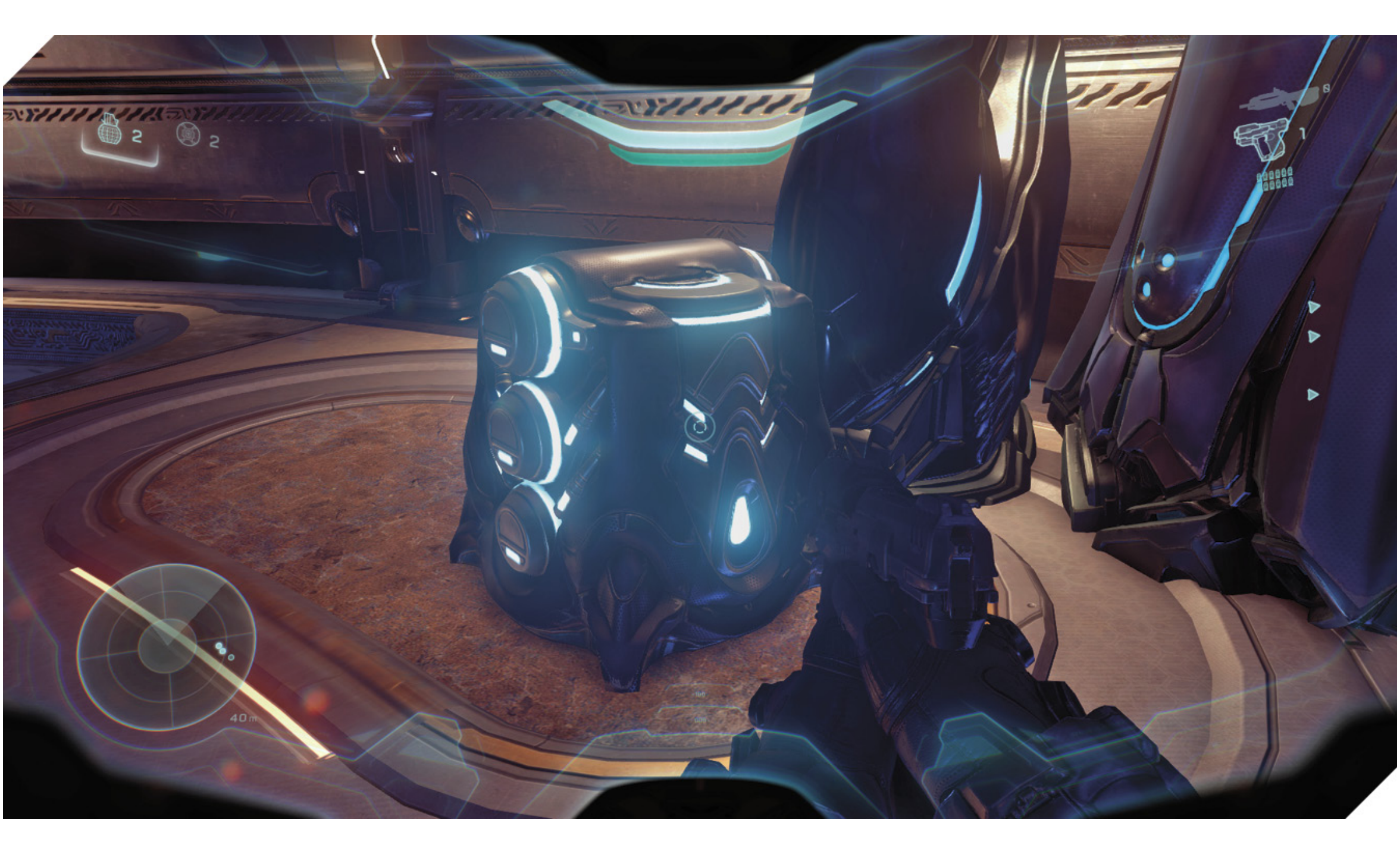
- » Exceptional power and penetration—devastates most threats with a single shot.
- » Several seconds must be spent charging the weapon prior to firing, giving enemies a chance to seek cover.
- » Can annihilate vehicles and powerful hostiles, but its pre-fire charge time makes it impractical against elusive foes.

Weapons

Covenant Weapons

A highly militarized coalition, the Covenant has developed an impressive arsenal of weapons to equip its ground troops with fighting gear that's on par with that of the UNSC. Your adventures will take you to Covenant worlds, where you'll have access to the following array of Covenant arms.

COVENANT AMMO CRATE



When exploring hostile territory or alien worlds, keep a lookout for Covenant ammo crates. Moving close to one of these little crates tops off your ammo, making then quite valuable. Keep close to Covenant ammo crates and you'll never run out of ammo for these weapons:

- Carbine
- Needler

BEAM RIFLE

Range: Long

Headshots: Yes

Magazine: 1

Spare Ammo: 9

Firing Speed: Semi-auto

Secondary Fire: None

The Covenant's spin on a Sniper Rifle, the Beam Rifle is designed to fry enemy soldiers at nearly any range with its devastating jolts of lethal energy. Like the Plasma Pistol, the weapon features no magazine and can be fired as quickly as its wielder can pull the trigger—this reduces the odds that the target will manage to escape while you're reloading, but it also enables the Beam Rifle to overheat if it is fired too rapidly. Just two successive shots without pause will cause an overheat, so keep an eye on the heat gauge and try to leave short pauses between shots.

- The Covenant's answer to the Sniper Rifle: high damage output coupled with a powerful scope.
- Overheats when fired too rapidly, but never needs to be reloaded.
- Advanced scope lets the user zoom in twice to fire on distant threats with incredible accuracy.

CARBINE

Range: Medium-long

Headshots: Yes

Magazine: 20

Spare Ammo: 80

Firing Speed: Semi-auto

Secondary Fire: None

An accurate and easy-to-handle firearm, the Carbine is designed to deliver precision shots across long distances. Although not as powerful as its peers, namely the Battle Rifle, DMR, and LightRifle, the Carbine holds more ammo and can be fired far more rapidly, lending it greater value in the field of versatility.

- Accurate, fast-firing rifle that can score headshots on distant threats.
- High magazine and spare ammo capacity makes it a valuable asset throughout a mission.
- Less damaging, but accurate and headshot-capable. Lethal in the hands of marksmen.

ENERGY SWORD

Range: Close

Headshots: No

Magazine: N/A (energy based)

Spare Ammo: N/A (energy based)

Firing Speed: Single strike

Secondary Fire: None

In addition to their beloved Storm Rifles, many Elites also carry Energy Swords, which they whip out to cleave apart enemies who foolishly move too close. Some Elites even prefer the Energy Sword over the Storm Rifle, choosing to wield the blade as their primary weapon. These Elites are commonly sheathed in Active Camouflage, helping them advance undetected to deliver their fatal strikes. The Energy Sword is absolutely lethal; do everything in your power to keep Elites who wield them at bay.

- A lethal close-range weapon capable of killing most targets with a single blow.
- Allows the wielder to swiftly close in on nearby foes and land a lethal strike.
- Each blow that lands consumes energy. The weapon becomes useless when its energy runs out.

FUEL ROD CANNON

Range: Short-medium

Headshots: No

Magazine: 5

Spare Ammo: 10

Firing Speed: Semi-auto

Secondary Fire: None

One of the Covenant's most powerful portable weapons, the Fuel Rod Cannon is light enough to be carried by a Grunt, but mighty enough to bring down vehicles and Spartans alike. All Banshees and Hunters are equipped with these deadly weapons. Keep your distance from foes wielding Fuel Rod Cannons and you'll be able to exploit the slow velocity of the weapon's volatile ordnance. Remain evasive, beware of each blast's splash damage, and don't expose yourself until you've neutralized the source of a Fuel Rod Cannon's fire.

- Portable powerhouse designed to pound the enemy with huge amounts of explosive fire.
- Lacks the Rocket Launcher's tracking system but can be fired quite rapidly to overwhelm more agile foes.
- Distinct firing sound betrays its presence on the field.

NEEDLER

Range: Close-medium

Headshots: No

Magazine: 22

Spare Ammo: 66

Firing Speed: Full-auto

Secondary Fire: None

This fully automatic Covenant sidearm rapidly fires shards of crystals at swift velocity. The crystals track their target and embed directly (and painfully) into the victim. Should a target be stuck by several needles, a chain reaction will occur, causing the needles to detonate in a deadly explosion that's similar in effect (and lethality) to a Plasma Grenade. This chain detonation makes the Needler very effective against tougher enemies such as Elites.

- Fast-firing weapon whose needles track their target.
- Needles bounce off of heavy armor but lodge into light armor and flesh.
- Being stuck by multiple needles triggers a chain reaction explosion that decimates the target—this is the Needler's true strength.

PLASMA CANNON TURRET

Range: Close-medium

Headshots: No

Magazine: 200 (detached)

Spare Ammo: None (detached)

Firing Speed: Full-auto

Secondary Fire: None

Deployed by the Covenant as stationary turrets, Plasma Cannons are powerful weapons that never run out of ammo, so long as they're affixed to their turret mount. When detached from its mount, a Plasma Cannon loses its infinite ammo advantage, but its wielder gains the ability to carry the Plasma Cannon around as a third weapon, just like a Splinter Turret. Agility is reduced while carrying a Plasma Cannon, but the weapon's vast firepower is usually a welcome advantage.

- Heavy plasma firepower wipes out shields and melts down unprotected threats.
- Low accuracy, good damage.
- Unlimited ammo while affixed to mount. Can be detached for portability.

PLASMA CASTER

Range: Medium-long

Headshots: No

Magazine: 5

Spare Ammo: 15

Firing Speed: Semi-auto

Secondary Fire: Charged shot

New to the Halo franchise, the Plasma Caster is a powerful Covenant weapon that launches up to five Plasma Grenades in rapid succession. Unlike normal Plasma Grenades, the Plasma Caster's kind bounce around a bit more before exploding, and they don't adhere to enemies—unless you charge up a shot by holding down the Fire button. This preps a larger plasma blast that sticks to the first object or enemy struck, erupting seconds later into a shower of Plasma Grenades that decimates anything unfortunate enough to be caught nearby.

- Unless you're being pressured, always try to fire charged shots—they're far more effective than single shots.
- Lob charged shots at dangerous stationary threats like turrets to annihilate them from afar.
- Charge up shots and stick them on walls or ceilings above or behind enemies to catch them in the blast.

PLASMA GRENADE

Range: Medium-long

Headshots: No

Magazine: N/A

Spare Ammo: 2

Firing Speed: Single thrown grenade

Secondary Fire: None

The Covenant's brand of grenade is similar to the Frag Grenades employed by the UNSC. However, instead of bouncing around and quickly detonating, Plasma Grenades stick to enemies and vehicles, detonate after a brief delay, and annihilate their host. The blast radius is much smaller than the UNSC Frag Grenade, but the damage is far greater. This, coupled with the Plasma Grenade's ability to adhere, makes it one of the most devious explosives you'll find.

- Powerful thrown explosive.
- Bounces once and then waits several seconds before exploding.
- Adheres to enemies and vehicles, all but guaranteeing their demise.

PLASMA PISTOL

Range: Close-medium

Headshots: No

Magazine: N/A (energy based)

Spare Ammo: N/A (energy based)

Firing Speed: Semi-auto

Secondary Fire: Charged shot

Plasma Pistols are small firearms carried by many Covenant forces—and often dropped by them during their death throes. Though unassuming, Plasma Pistols are excellent at stripping energy shields and can be fired about as quickly as a Storm Rifle if you're quick at pulling the trigger. Hold the trigger to charge up a powerful EMP (electromagnetic pulse) blast that can briefly disable vehicles or knock out an Elite's shields in a single shot! This charged shot is the Plasma Pistol's true strength, but unleashing it consumes significant energy.

- Charged shots can disable vehicles and break Elite shields.
- Use in conjunction with a headshot weapon, such as a Magnum, to quickly break shields and score headshot kills on fearsome Elites.
- Energy slowly drains while you overcharge the weapon. Don't charge a shot until you're ready to fire.

STORM RIFLE

Range: Close

Headshots: No

Magazine: N/A (energy based)

Spare Ammo: N/A (energy based)

Firing Speed: Full-auto

Secondary Fire: None

A favorite among Elites, Storm Rifles are powerful, fully automatic energy weapons designed to quickly strip a Spartan's shields. Although their accuracy falls off over longer distances, few weapons can match the Storm Rifle's ability to rapidly deplete shields at close and medium range. Storm Rifles never need to be reloaded, but their high rate of fire causes them to swiftly overheat if unleashed at full auto for more than a few seconds. Shoot in short, controlled bursts to ensure your Storm Rifles never overheat

- Fast-firing energy weapon that quickly strips shields.
- Quickly heats up while in use. Fire in short bursts to avoid overheating.
- Use in conjunction with a headshot weapon, such as a Magnum, to eliminate Elites quickly and efficiently.

INTEL

Weapons

Forerunner Weapons

Sleek, stylish, and unsurprisingly lethal, Forerunner weaponry is important to become familiar with. Found in abundance on Forerunner worlds, these weapons are also commonly dropped by the constructs as they're slaughtered in battle.

BINARY RIFLE

Range: Long

Headshots: Yes

Magazine: 2

Spare Ammo: 8

Firing Speed: Semi-auto

Secondary Fire: None

The Prometheans' ultimate long-range precision weapon, the Binary Rifle packs a tremendous punch across long distances. Comparable to the UNSC's Sniper Rifle, the Binary Rifle's powerful scope features a double-zoom function, letting you sight targets and score lethal headshots across incredible distances. Only two rounds can be loaded into a Binary Rifle at a time, so the weapon needs to be reloaded often. Ammo is always scarce, so make every shot count!

» Only two shots can be fired before having to reload.

» Frighteningly powerful—defeated enemies are disintegrated, leaving nothing to revive.

» Advanced scope lets the user zoom in twice to fire on distant threats with incredible accuracy.

BOLTSHOT

Range: Close-medium

Headshots: No

Magazine: 24

Spare Ammo: 72

Firing Speed: Triple-shot semi-auto

Secondary Fire: None

Many Promethean troops wield a small, semi-automatic sidearm called a Boltshot. This weapon fires bolts of energized particles quickly and accurately, making it effective at close- to medium-range combat. Like the Battle Rifle, the Boltshot fires in bursts of three, allowing for maximum impact per trigger pull. Its particles have a limited tracking ability, helping them zero in on more distant and evasive targets. The Boltshot is designed to pierce armor, making it effective at weakening Prometheans and exposing their susceptible cores.

» Surprisingly accurate with the aid of its homing projectiles.

» Triple-shot firing mechanism devours ammo but piles on damage.

» Very effective at breaking the armor of Soldiers and Knights; ineffective at damaging their exposed cores.

INCINERATION CANNON

Range: Medium-long

Headshots: No

Magazine: N/A (energy based)

Spare Ammo: N/A (energy based)

Firing Speed: Semi-auto

Secondary Fire: Charged shot

An advanced Forerunner weapon, the Incineration Cannon is one of the most powerful portable weapon systems available. Although slow and somewhat easy to dodge, the Incineration Cannon's explosive bombardments will decimate anything they strike. Tap the Fire button to unleash two-shot barrages that can be lobbed over cover, or hold the button to charge up a devastating volley that's guaranteed to cripple or destroy anything struck. Very little can survive a direct hit from this weapon.

» Portable heavy weapon platform carried by many Knights, especially Knight Commanders.

» Lobs explosive payloads to distant threats, with devastating results.

» Charged shots are lethal—two direct hits will defeat a Knight head on.

LIGHTRIFLE

Range: Medium-long

Headshots: Yes

Magazine: 12

Spare Ammo: 36

Firing Speed: Semi-auto

Secondary Fire: None

This powerful rifle is frequently wielded by Promethean sharpshooters. Its scope lets the user zoom in for a clear view of remote targets, and its light mass particles find their mark at the speed of light. Picking off threats from a safe distance is always a good idea, and the LightRifle helps you do just that. Use it to hit Promethean cores from afar after blasting off their protective armor.

» Scope lends the weapon excellent accuracy, and wider, more powerful shots are fired from the weapon while you're zoomed-in.

» Slow rate of fire but high damage output per shot.

» Handy for headshots and for finishing off Soldiers and Knights whose cores have been exposed.

SCATTERSHOT

Range: Close

Headshots: No

Magazine: 5

Spare Ammo: 20

Firing Speed: Semi-auto

Secondary Fire: None

The Prometheans' equivalent of a Shotgun, the Scattershot is the construct army's ultimate up-close weapon. Its generous spread of ionized particles decimates anything unfortunate enough to bear the Scattershot's full brunt. The weapon's projectiles uniquely bounce off of objects, homing in to strike nearby enemies; this allows for creative firing angles. Scattershots hold just five shells, and each shell must be individually loaded, so always reload between skirmishes to ensure you aren't caught without ammo.

» Delivers devastating payloads to close-range threats.

» Shells must be loaded one at a time, making for long reload periods.

» Thrust and dodge around powerful enemies like Hunters and Knights, then blast their vulnerable backs and cores to defeat them quickly.

SPLINTER GRENADE

Range: Medium-long

Headshots: No

Magazine: N/A

Spare Ammo: 2

Firing Speed: Single thrown grenade

Secondary Fire: None

Every faction has its flavor of grenade, and the Prometheans are no exception. Their Splinter Grenade is cleverly designed to function as both an offensive and defensive weapon. After its initial detonation, a Splinter Grenade fragments into crackling particles that hang in midair for several seconds. Anything unfortunate enough to touch these lethal particles will likely be annihilated. This persistent "death cloud" left behind by Splinter Grenades makes them useful as defensive tools. Toss one or two at an area to impede the enemy's advance, then turn your attention elsewhere.

» Powerful thrown explosive.

» Bounces once and then explodes into a "death cloud" that persists for several seconds.

» Useful for locking down key areas and preventing the enemy's advance.

» Other grenades can be thrown to clear out an enemy Splinter Grenade's "death cloud" more quickly.

SPLINTER TURRET

Range: Medium-long

Headshots: No

Magazine: 30 (detached)

Spare Ammo: None (detached)

Firing Speed: Semi-auto

Secondary Fire: None

Splinter Turrets are stationary Promethean weapon systems designed to deliver deadly mortars across a battlefield. Not only are Splinter Turrets lethal, but also they never run out of ammo—a formidable combination. Seize control of a Splinter Turret and you can detach the weapon from its mount; this lets you carry it around the field as a third weapon, albeit at a loss of agility. Detached Splinter Turrets lose their infinite ammo advantage, but usually it doesn't take many shots to get the job done.

» Heavy bombardment weapon designed to batter enemy lines with explosive payloads.

» Good accuracy, great damage.

» Unlimited ammo while affixed to mount. Can be detached for portability.

SUPPRESSOR

Range: Close-medium

Headshots: No

Magazine: 42

Spare Ammo: 168

Firing Speed: Full-auto

Secondary Fire: None

Carried by Promethean Soldiers and Crawlers, the Suppressor is a powerful automatic weapon of great destructive capability. Its mighty light bolts quickly shred armor at close and medium range, making the Suppressor an ideal weapon for crippling constructs and revealing their vulnerable cores. As with the Boltshot, a Suppressor's light bolts feature a limited tracking capability, curving through the air as they zip toward their prey. The Suppressor fires more rapidly while the trigger is held down, becoming more powerful as it gains firing speed.

» Unleashes fast-traveling rounds that inflict heavy damage with each hit.

» Surprisingly accurate with the aid of its homing projectiles.

» Very effective at breaking the armor of Soldiers and Knights; ineffective at damaging their exposed cores.

Enemies

Overview

As members of the UNSC, Spartans regularly find themselves locked in pitched battles against hordes of hostile Covenant and Forerunner forces. Knowing the strengths and weaknesses of the UNSC's many enemies is vital to a Spartan's success in the field, so let's learn about each hostile entity you'll encounter in the Campaign.

Enemies

Covenant Enemies

A coalition of alien races, the Covenant boasts a powerful military of diverse warriors that excel in the art of combat. Each distant race plays a vital role in the Covenant army.

GRUNT

Grunts form the frontline of many battles, often making up the bulk of the Covenant's ground forces. Though weak and easily frightened, Grunts gain strength and confidence in numbers. They're further bolstered by the presence of Elites on the field, who serve as the Grunts' squad leaders—but Grunts will often run in terror if their Elite commander falls. Either that, or they'll whip out two Plasma Grenades and charge at you in a suicidal rush! Grunts are easy targets, and it's usually best to pick them off first. Take your time and aim for the head.

» Grunts are small and easily defeated by small-arms fire.

» Eliminate them in short order with headshots from a Magnum, Battle Rifle, DMR, or Carbine.

» Beware of suicide Grunts that rush you with lit Plasma Grenades—Grunts sometimes enter this state after their Elite leaders fall.

» On higher difficulties, Grunts are more apt to toss Plasma Grenades at you and are also more likely to fire shield-shattering charged blasts from their Plasma Pistols. Don't allow them to spread out and surround you.

» Grunt Heavies often wield Fuel Rod Cannons, making them extremely dangerous. Prioritize them whenever you hear the sound of Fuel Rod Cannon fire.

ELITE

Elites are large, battle-hardened leaders who fearlessly command troops of Grunts and Jackals on the field. They are the only Covenant ground troops that feature regenerative shields for protection, similar to those of a Spartan. Use energy weapons, such as the Plasma Pistol or Storm Rifle, to quickly strip an Elite's shields. The shields will regenerate before long, so immediately switch to a conventional weapon, such as a Battle Rifle or Magnum, and finish off the exposed Elite with a headshot.

» Use energy weapons, such as Plasma Pistols and Storm Rifles, to quickly break their regenerative shields.

» After popping an Elite's shields with an energy weapon, switch to a headshot-capable weapon, such as a Magnum, and go for the kill.

» On higher difficulty levels, Elites are more apt to take cover to recharge their shields, making them tough to defeat. Use flanking maneuvers and charged Plasma Pistol shots to get the job done.

» High-ranking Elites are agile, elusive, and often armed with powerful weapons like Plasma Casters or Fuel Rod Cannons. Treat these Elites with the utmost respect, marking them as priority targets and hammering them with heavy fire from afar. Beware that they hurl Plasma Grenades like fastballs; always be ready to thrust away.

» Watch out for surprise attacks from camouflaged Elite Zealots wielding Energy Swords!

HUNTER

The big boys of the Covenant army, Hunters are hulking, heavily armored warriors equipped with state-of-the-art weaponry. As their name implies, Hunters ceaselessly stalk their prey, unloading their Fuel Rods to annihilate threats from afar. Battling Hunters up close is ill advised, for the swiftness of their crushing blows defies their size. Instead, use stealth and teamwork to flank Hunters and assail their vulnerable backsides.

» Hunters are heavily armored warriors equipped with lethal weaponry. Armor and defenses are concentrated in the front.

» A Hunter's armor is weakest in the back. Flank the monster and destroy its back plate, then unload on its exposed flesh.

» Often swats away grenades thrown directly at it. For best results, try to bounce grenades alongside it or behind it.

» Hunters are always deployed in pairs. When one Hunter dies, the other enters a berserk state, becoming faster and more aggressive.

» Scoring a direct hit with a Spartan Charge or Ground Pound will momentarily stagger a Hunter, helping you flank them or flee.

JACKAL

If Grunts form the bulk of Covenant's ground troops, Jackals form the backbone. These stalwart sharpshooters never flee from a fight and often carry shields that protect them from most frontal attacks. Their shields can take quite a pounding, so try to flank Jackals, or toss grenades to break their defensive stance. You can also shoot Jackals through the small hole in their shields' outer edge to stagger them and expose them to further attacks.

» Jackals are fearless and aggressive ground troops equipped with boosters that let them bound up to high vantages.

» Some Jackals carry shields, but none of them wear regenerative shields. They're as vulnerable to headshots as Grunts, so aim for the head.

» Energy weapons will disable their shields, but it's usually faster to toss a grenade or fire around their shields, aiming at their exposed bits. Charged Plasma Pistol shots are also ideal for breaking a shield Jackal's defensive posture.

» Prioritize Jackal sharpshooters armed with Carbines and Beam Rifles, or they'll pick you apart. Look for the red lights on the heads of Jackal Snipers, and shoot them!

Enemies

Promethean Enemies

Prometheans are military constructs created by Forerunners to serve as frontline warriors in their vast armies. Possessing state-of-the-art combat tactics, Promethean forces are highly organized, extremely dangerous adversaries to encounter on the field.

CRAWLER

Crawlers are construct quadrupeds that scamper across the battlefield on all fours, quickly closing on their prey. Like Grunts and Jackals, Crawlers aim to overwhelm their quarry with vast numbers and attacks from all sides. When not attacking up close, Crawlers commonly fire Boltshots and Suppressors from afar. Aim for the head to bring Crawlers to a halt.

» Swift hostiles that often seek to overwhelm you with superior numbers, Crawlers surround you and strike from all sides.

» They're quite accurate with ranged Boltshot and Suppressor fire. Quickly thin them out with grenades and headshots or you'll be cut down by their weapons' tracking fire.

» Their aggressive nature sets them up for headshots. Aim for the head with a Magnum, Battle Rifle, DMR, Carbine, or LightRifle to record fast kills.

» Whenever possible, fall back and allow Crawlers to advance ahead of Soldiers and Knights, separating them from their powerful allies.

KNIGHT

The Promethean army's most formidable warriors, Knights tower above all others on the battlefield, instilling terror in enemy ranks. Think of Knights as Soldiers on steroids: They're stronger and tougher, and they can suddenly bound into close range to deliver devastating blows or lethal blasts from their Scattershots or Incineration Cannons. Knights are protected by thick plates of armor, which can be dismantled just like that of a Soldier. For the fastest takedowns, use grenades or explosive weaponry, or target the glowing cores near the Knight's arms. Destroy these cores to expose the Knight's vulnerable back, or keep landing headshots to uncover its susceptible head. Once it's exposed, target a Knight's head or back to quickly defeat it.

» Knights are heavily armored, but they're not as tough as Hunters. A few good blasts with powerful weapons like Rocket Launchers or Incineration Cannons will bring them down.

» When power weapons aren't an option, fire on the glowing cores on a Knight's sides. Destroy both cores to expose the Knight's back core—its most vital area.

» Knights' faceplates can also be blown off, exposing their glowing skulls to headshots. Blast a Knight's head with ranged fire if you can't seem to get behind it.

» Knights commonly wield Scattershots or Incineration Cannons, and they enjoy leaping into close quarters to unload lethal blasts. Fall back and unload your own heavy fire to stagger the Knight, tossing grenades and thrusting away as needed to avoid being annihilated.

» Scoring a direct hit with a Spartan Charge or Ground Pound will momentarily stagger Knights. They'll brace if you try and run over them in a vehicle; you can't splatter them from the front.

SOLDIER

New to the Halo universe, Promethean Soldiers are cunning, nimble construct warriors encountered in vast numbers throughout the Campaign. Soldiers do not utilize regenerative shields; instead, a suit of protective armor covers their vulnerable spots, which are known as cores. Blast away a Soldier's armor to expose its cores at the head and chest—Suppressors and Boltshots work best for stripping armor. Target either of the exposed cores to quickly finish off the Soldier, but beware of their ability to teleport—they will use this to escape from a losing battle or to quickly close in for a sudden melee strike!

» Soldiers are swift ground troops that can phase into or out of firing range at a moment's notice. Hammer them with gunfire at every chance, aiming to finish them off fast.

» Suppressors and Boltshots work best at stripping their armor, but they're not effective at damaging their cores. Switch to a headshot-capable weapon—such as a Magnum, Battle Rifle, DMR, Carbine, or LightRifle—to deal the final blow, or blast them up close with Shotgun, Scattershot, or full-auto fire.

» Soldier Captains often carry Splinter Turrets, seeking to bombard you with heavy blasts from afar. Use their turrets against their allies after they fall.

» Soldier Snipers will swiftly delete you with their LightRifles and lethal Binary Rifles. Take cover whenever you're sighted by a Sniper's Binary Rifle, and follow the red targeting laser back to the Sniper's position.

WARDEN

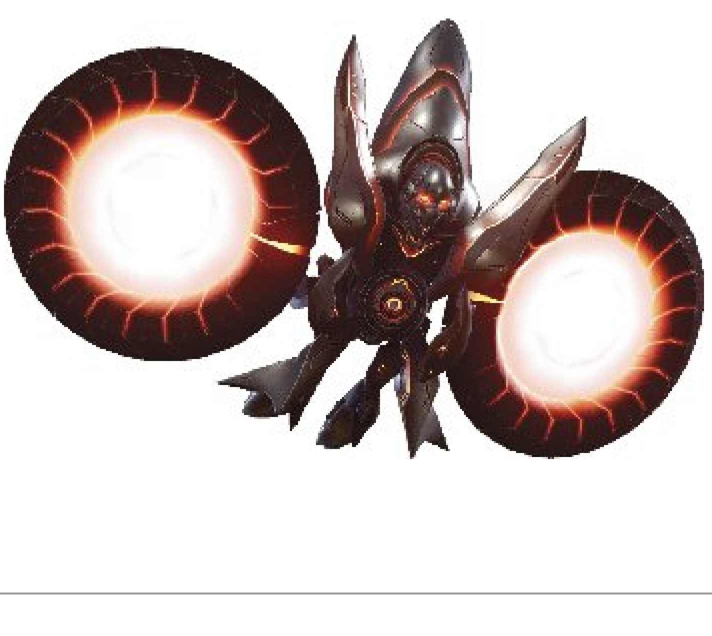
A towering Forerunner warrior, the Warden Eternal is an extremely dangerous adversary. It is heavily armored but features a glowing weak spot on its back. When battled at range, the Warden regularly casts out large, slow-moving orbs that home in on their target. Should an orb find its mark, the target is quickly obliterated; the blast is so severe that it will even penetrate thin forms of cover. Battling the Warden up close is equally risky, because the construct wields a massive blade to great effect. Either keep distance from the Warden and remain near thick, effective cover as you pick shots at it from afar, or thrust to avoid its melee attacks and counter with close-range blasts to the Warden's vulnerable back.

» The most powerful adversary you face during the Campaign. Its attacks are devastating, and it can withstand tremendous damage, even to its weak spots.

» It has two ranged attacks: an eye beam and an energy orb. The eye beam is fast, powerful, and tough to dodge, while the energy orb is slow but lethal if it connects. Thrust to dodge the eye beams, and remain near thick cover to defend against the orbs.

» Whenever possible, fight the Warden from afar, picking shots at its head with ranged weapons such as Sniper Rifles, Beam Rifles, and Binary Rifles. Less effective but still useful ranged weapons include LightRifles, DMRs, Battle Rifles, and Carbines.

» Avoid fighting the Warden up close on harder difficulties. If you must do battle up close, thrust to avoid its attacks and counter with a Shotgun or Scattershot blast to the Warden's back, or some other form of powerful attack. See if you can keep staggering the Warden by assailing its back with sustained heavy fire.



WATCHER

Serving a support role for Promethean forces, Watchers fly around the battlefield in search of Crawlers, Soldiers, and Knights to shelter with Hardlight Shields. Watchers can also repair damaged allies, restoring their armor and healing them back to full vigor. Grenades that you throw or launch from Plasma Casters can be caught and tossed back at you by Watchers, as can missiles fired from Hydra Launchers. Watchers can also simply fire their blasters at you from on high, taking a more direct approach to the battle. Watchers can make simple firefights far more challenging, but they can't withstand much damage. Exploit their weakness and annihilate Watchers with fast-firing weapons such as the Assault Rifle or Suppressor before taking the fight to their allies.

» Agile and elusive fliers, Watchers support other Prometheans by shielding them and restoring their damaged armor.

» They can fire blasters at enemies and toss grenades back at their owners.

» Watchers are tough to hit but easily destroyed when caught by small-arms fire. Full-auto rifles like the Assault Rifle, SMG, SAW, and Suppressor work best for defeating them.

» Mark Watchers as priority targets for your teams and they'll shoot them down for you in short order.

Vehicles

Overview

Many of the epic battles that await you in Halo 5: Guardians feature vehicles that add to the chaos and mayhem. Vehicular combat is a common occurrence, and you'll frequently encounter the following vehicles over the course of the Campaign.

Vehicles

UNSC Vehicles

Boasting more ground vehicles than any other faction, the UNSC's dominance over land cannot be ignored. Let's take a look under the hood of the UNSC's most popular vehicles.

MANTIS

Primary Weapon: Machine gun

Secondary Weapon: Missile launcher

Number of Passengers: 1 (driver/operator)

A mighty armored walker, the Mantis is the only UNSC vehicle that enjoys regenerative shielding. This allows the Mantis to survive through extended operations, assuming it's piloted by a seasoned Spartan who knows when to fall back and recharge. The Mantis features a machine gun that makes short work of ground troops and a guided missile launcher that can track and obliterate more hardened targets. If foes threaten to swarm the Mantis, its pilot can unleash a powerful foot stomp to knock all nearby foes for a loop.

» Arguably the most powerful UNSC vehicle due to its tracking missiles and regenerative shields.

» Can endure extensive operations with the aid of its unlimited ammo and regenerative shielding.

» Lightly armored and unable to withstand much direct fire once its shields go down. Keep close to cover and advance with care.

MONGOOSE

Primary Weapon: Twin grenade launchers (Gungoose variant only)

Secondary Weapon: None

Number of Passengers: 2 (driver, passenger)

Similar to (but smaller than) Warthogs, Mongooses are compact four-wheelers used to whisk troops to key positions on the field. They can support up to two occupants: a driver and a passenger, who can hop on the back. The driver has no form of weaponry, unless the Mongoose has been outfitted with twin grenade launchers; then the driver can fire grenades at will. (Mongooses with grenade launchers are known as Gungooses.) A Mongoose's passenger can unleash personal firearms to pepper pursuers with whatever weaponry he or she happens to be wielding.

» Faster and lighter than Warthogs, they can't sustain much direct fire.

» Driver and passenger are almost totally exposed to enemy fire.

» The Gungoose variant is largely considered a high-risk, high-reward vehicle.

PELICAN

Primary Weapon: None

Secondary Weapon: None

Number of Passengers: Several (troop deployment)

Pelicans are fast, armored fliers designed to ferry UNSC troops and vehicles into the heat of combat. Though you never get to pilot a Pelican during the Campaign, you do make use of them several times to reach various areas over the course of your adventure.

» Armored troop transport.

» Can also deploy vehicles.

» Not designed for offensive maneuvers.

SCORPION TANK

Primary Weapon: Cannon

Secondary Weapon: Machine gun

Number of Passengers: 6 (driver, gunner, up to four side passengers)

One of the UNSC's most fearsome combat vehicles, the Scorpion Tank is a heavily armored war machine. Its sting is supplied by its massive cannon, which the tank's driver uses to deliver an unlimited number of explosive shells to threats clear across a battlefield. A teammate can hop in and man the Scorpion's top-mounted machine gun, which can be rotated around to fire on closer threats that the tank's primary cannon can't sight. Up to four additional allies can ride on the tank (two per side), where they are highly exposed but also free to return fire with whatever weapons they're carrying.

» Arguably the mightiest UNSC vehicle, with its thick, durable armor plating and devastating cannon.

» Slow and easy to hit, it relies on its thick armor to endure ranged fire and a machine gunner to ward off advancing foes.

» Up to four allies can ride on the sides of the tank (two per side).

WARTHOG

Primary Weapon: Chaingun, Gauss, or Rocket Turret (type varies)

Secondary Weapon: None

Number of Passengers: 3 (driver, gunner, passenger)

Warthogs are swift, sturdy military jeeps designed to transport troops across rough and dangerous terrain. Many Warthogs feature a powerful mounted turret that a teammate can man by hopping into the back of the vehicle. Another teammate can ride up front next to the driver and unleash whatever weaponry they happen to be brandishing. Warthogs are fast and maneuverable, but they won't last long when pitted against superior firepower. Use its speed to present a challenging target, and immediately abandon the vehicle if it sustains heavy damage and catches fire.

» Swift troop transports outfitted with powerful gun turrets.

» Lightly armored but sturdy enough to withstand brief spats of fire.

» Passengers can fire whatever weapons they happen to be carrying.

Vehicles

Covenant Vehicles

Drawing upon the combined technology of their diverse collective, the Covenant boasts a varied array of land vehicles and combat aircraft. Let's explore the unique vehicles that the Covenant brings to the field.

BANSHEE

Primary Weapon: Plasma Cannon

Secondary Weapon: Fuel Rod Cannon

Number of Passengers: 1 (pilot)

Banshees are formidable flying vessels equipped with twin Plasma Cannon Turrets and a deadly Fuel Rod Cannon. The telltale wail they emit as they fly through the sky is a warning for ground troops to take cover. Banshees boast good maneuverability and an impressive damage output, but their armor is light and easily penetrated. The Covenant has recently improved the Banshee's defenses, however, equipping current models with regenerative shields that bolster their survivability.

» New for Halo 5: Guardians, Banshees now feature regenerative shields similar to those of a Mantis.

» Fast and agile flier that can decimate ground troops with blasts from its Fuel Rod Cannon.

» Can perform evasive maneuvers to avoid inbound fire and cut down enemy aircraft with fast-firing guns.

GHOST

Primary Weapon: Plasma Cannon (x2)

Secondary Weapon: None

Number of Passengers: 1 (driver)

Ghosts are swift Covenant vehicles equipped with twin Plasma Cannons. Featuring light armor and lacking regenerative shields, Ghosts rely on their speed and superior mobility to avoid inbound fire. Ghosts have thrusters and can strafe side to side, making them tough to track as they pepper threats with rapid fire. Spartans and Elites can hijack occupied Ghosts, but they risk being run over during the effort.

» Swift land vehicles with superior maneuverability.

» Twin Plasma Cannons can cut down enemy infantry but lack effectiveness vs. other vehicles.

» Driver is exposed and can be neutralized with minimal harm to the vehicle, leaving the asset ready to be seized and exploited.

PHANTOM

Primary Weapon: Plasma Artillery

Secondary Weapon: Plasma Cannon

Number of Passengers: Several (troop deployment)

Phantoms are the Covenant's workhorses, deploying troops into the hottest of hot spots while repelling enemy advances with their powerful Plasma Cannon Turrets. Slower than Banshees, Phantoms sport much thicker armor, helping them survive through intense combat situations. They're not indestructible, just rugged enough to ferry troops into perilous environments. Unless they're hammered by anti-air defenses, Phantoms are usually tough enough to survive the trip.

» Heavily armored fliers designed to deploy Covenant troops and vehicles to hotspots in battle.

» Outfitted with powerful cannons that bombard enemy troops and vehicles, keeping them at bay while deployments are performed.

» Occupants are exposed and can be fired upon prior to deployment.

SPIRIT

Primary Weapon: Plasma Artillery

Secondary Weapon: Plasma Cannon

Number of Passengers: Several (troop deployment)

Spirits are sizable vessels designed to transport and deploy large groups of Covenant troops to key regions of a battlefield. Occupants remain protected inside the Spirit's "arms" until they reach their destination; then the Spirit's "arms" open up to deploy the Covies to the field. While Spirits could theoretically be shot down en route to their destination, their thick armor and swift flight speed often ensure they make their drops.

» Giant troop transport designed to deploy large numbers of Covenant forces to key regions on a battlefield.

» Outfitted with powerful cannons that bombard enemy troops and vehicles, keeping them at bay while deployments are performed.

» Occupants are kept safe behind blast shields and cannot be fired upon prior to deployment.

WRAITH

Primary Weapon: Plasma Mortar

Secondary Weapon: Plasma Cannon

Number of Passengers: 2 (driver, gunner)

Aside from giant walkers like Scarabs and Krakens, Wraiths are the Covenant's most powerful ground vehicles. They boast heavy armor comparable to that of a UNSC Scorpion Tank, along with a powerful cannon that delivers devastating plasma mortars to targets clear across a battlefield. Like Scorpions, Wraiths can accommodate a gunner, who mans a Plasma Cannon Turret. The Wraith's main cannon is a bit more challenging to use than the Scorpion's, but the Wraith's ability to strafe grants the vehicle superior maneuverability.

» Heavily armored tank equipped with a mighty Plasma Mortar.

» Can accommodate a gunner who mans a Plasma Cannon turret.

» Can boost forward to close on enemies or quickly reach key positions on a battlefield.

Vehicles

Forerunner Vehicles

The Forerunners have but one vehicle, but considering its dominance over land and air, it's really all they seem to need.

PHAETON

Primary Weapon: Full-auto guns

Secondary Weapon: Tracking missiles

Number of Passengers: 1 (pilot)

Phaetons are fast Forerunner fliers designed to dominate both land and sky. Like the Covenant's Banshee, a Phaeton has two weapon systems: its primary guns, which can shred lighter targets, and its secondary missiles, which are quite powerful and will track elusive prey. Also, like Banshees, Phaetons are capable of midair maneuvers that help them evade inbound fire. And while Phaetons feature thicker armor than Banshees, they don't have the advantage of the Banshees' regenerative shields.

» Fast flier protected by heavy armor.

» Equipped with rapid-firing full-auto guns and explosive tracking missiles.

» Features no shields but can perform swift evasive thrusts in any direction.

HALO 5
GUARDIANS
CAMPAIGN WALKTHROUGH

Campaign Walkthrough

Introduction

Welcome to the Campaign walkthrough! The following pages present a guided tour of the entire Campaign. Read on to discover helpful battle strategies, along with the locations of all mission collectibles and secrets.

Walkthrough Elements

The walkthrough features special elements not found in other chapters of the guide. Let's explore what you'll be seeing as you follow along.

MISSION INTEL FLAGS

All missions feature special items that you can track down and scan to unlock Mission Intel. Whenever an intel item is encountered in a mission, a special flag appears in the walkthrough to call attention to it. Use these flags to help you keep track of your progress in unlocking intel. Pause the game to view all of the intel you've acquired for the current mission.

MISSION 1 INTEL ACQUIRED (1/10)

WEAPON, ENEMY AND VEHICLE BOXES

WEAPON, ENEMY AND VEHICLE INTEL

***Halo 5: Guardians* features an assortment of unique weapons, enemies, and vehicles. Vital information pertaining to weapons, enemies, and vehicles is revealed by these boxes whenever a new subject is encountered.**

ALTERNATE APPROACH BOXES

ALTERNATE APPROACH

There are often multiple ways to tackle battles in *Halo 5: Guardians*. The walkthrough steers you along the safest and most straightforward path, and uses Alternate Approach boxes to highlight optional strategies and tactics, which are usually of the more reckless, run-and-gun variety.

LEGENDARY STRATEGY BOXES

LEGENDARY STRATEGY

The walkthrough was written for Heroic difficulty, but it also gives special tips and strategies for those playing on Legendary. Skim for these special boxes if you're struggling with *Halo 5: Guardians* hardest difficulty setting.

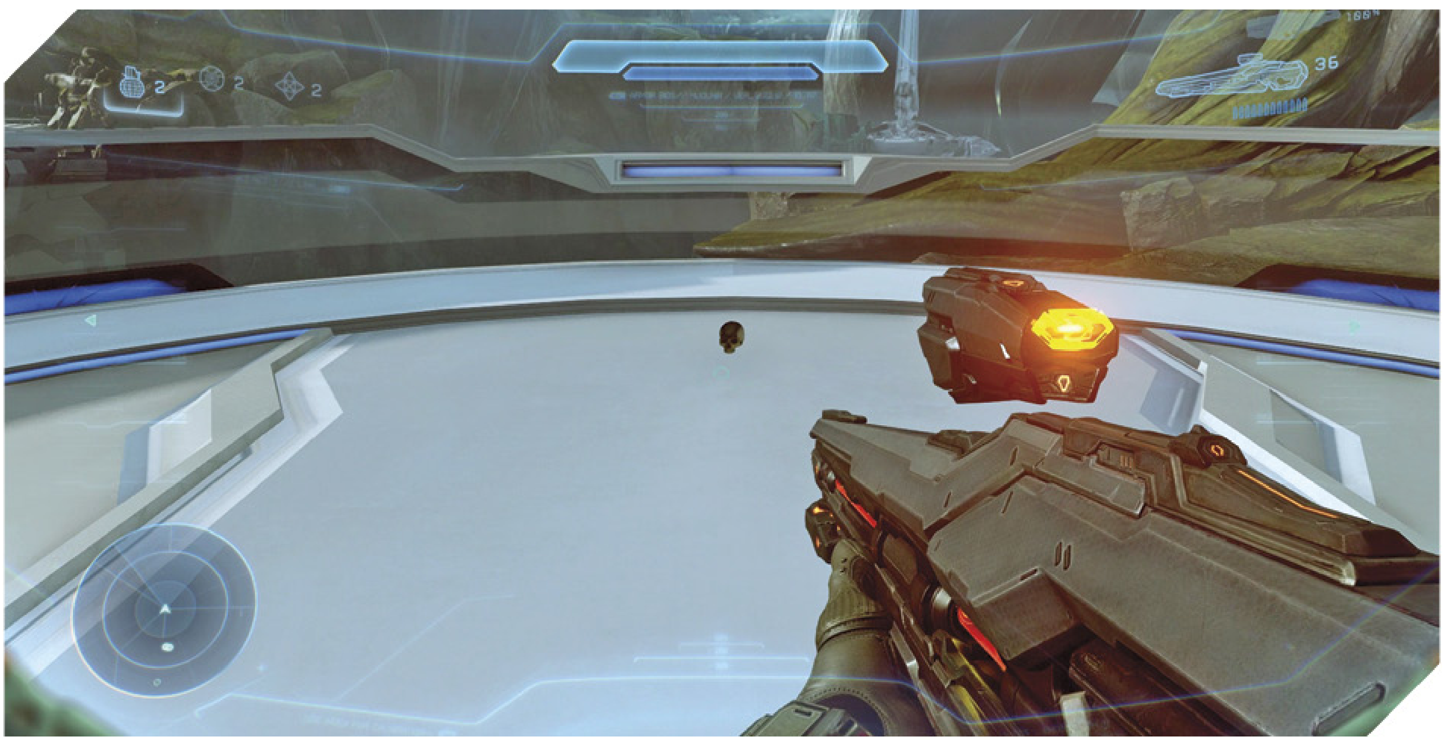
ACHIEVEMENT BOXES

ACHIEVEMENT

Many of the Achievements in *Halo 5: Guardians* are progression-based, meaning you'll naturally complete them as you progress through the game. Some of the trickier Achievements are hidden in the Campaign, however, and special boxes appear whenever a mission-specific Achievement can be completed, ensuring they don't slip you by.

SKULL SIDEBARS

SKULL 1 OF 13: EXAMPLE



Almost every mission in *Halo 5: Guardians* contains a tiny Skull that's super-tough to find. Once acquired, Skulls let you activate special modifiers that boost the Campaign's challenge factor and overall level of mayhem. Scan the walkthrough for Skull sidebars that help you discover the Skulls, and refer to the Appendix for a complete listing of Skulls and their effects.

Difficulties

The Campaign of *Halo 5: Guardians* can be played on one of four difficulty levels. The walkthrough was written for Heroic difficulty (the way it's meant to be played), but also features tips for helping players complete missions on Legendary.

EASY

When playing on the easiest difficulty setting, you'll enjoy incredibly powerful shields and face the lowest number of enemies. This is a great way to get familiar with *Halo 5:Guardians* and breeze through the missions without much trouble.

NORMAL

Normal difficulty is suitable for those who are familiar with first-person shooters, but not specifically familiar with the *Halo* franchise. Your shields aren't as strong and your enemies are more plentiful and challenging to defeat, but you still won't have much trouble completing the adventure.

HEROIC

Halo veterans should start with Heroic difficulty, which provides an even playing field in terms of balancing the strength of your shields with the amount of hostile fire you'll be facing. Expect to encounter more enemies during larger battles, and to face more numbers of dangerous foes like snipers. Fundamentals like keeping close to cover and picking the right weapons for the battle at hand become vitally important during Heroic play.

LEGENDARY

The highest difficulty setting, Legendary is borderline unfair at times. The enemies you face are battle-tested and willful, and they occur in greater numbers. They can withstand far more punishment before falling, while your shields falter at the faintest hint of fire. Powerful foes like snipers are lethally accurate, and even lowly Crawlers can get the better of you if you aren't careful. Slow and tactical take on a whole new meaning when playing on Legendary. Refer to the walkthrough for advice in beating the tougher spots of each mission.

Mission 1: Osiris

Mission Briefing

"Fireteam Osiris, the light is green."

Over the last 72 hours, coordinated Promethean attacks have left five separate colonies in smoldering ruins. Dr. Catherine Halsey, brilliant creator of the Spartan program and the Cortana AI, has recently contacted the UNSC Infinity with information regarding these troubling attacks. Dr. Halsey has been held by Covenant leader Jul 'Mdama as of late, so the situation must be dire or she'd never reach out to Infinity. Under orders by Captain Lasky, Fireteam Osiris heads directly for Halsey's location on Kamchatka, a frozen planet that's currently under Promethean siege.

Driven by her fascination of Forerunner technology, Dr. Halsey has fallen in with the Covenant's Supreme Leader, Jul 'Mdama. However, in a recent communication sent to UNSC *Infinity*, Halsey has asked to be extracted from 'Mdama's control. A raging battle between Covenant and Promethean forces has created the perfect opportunity for Fireteam Osiris to slip in and get the job done. Fight your way through both Covenant and Promethean opposition as you search Kamchatka for Dr. Halsey. She is believed to be held in one of the planet's many Forerunner structures; infiltrate them and extract Halsey.

Enemies Encountered

CRAWLER

ELITE

GRUNT

JACKAL

KNIGHT

SOLDIER

Special Weapons Acquired

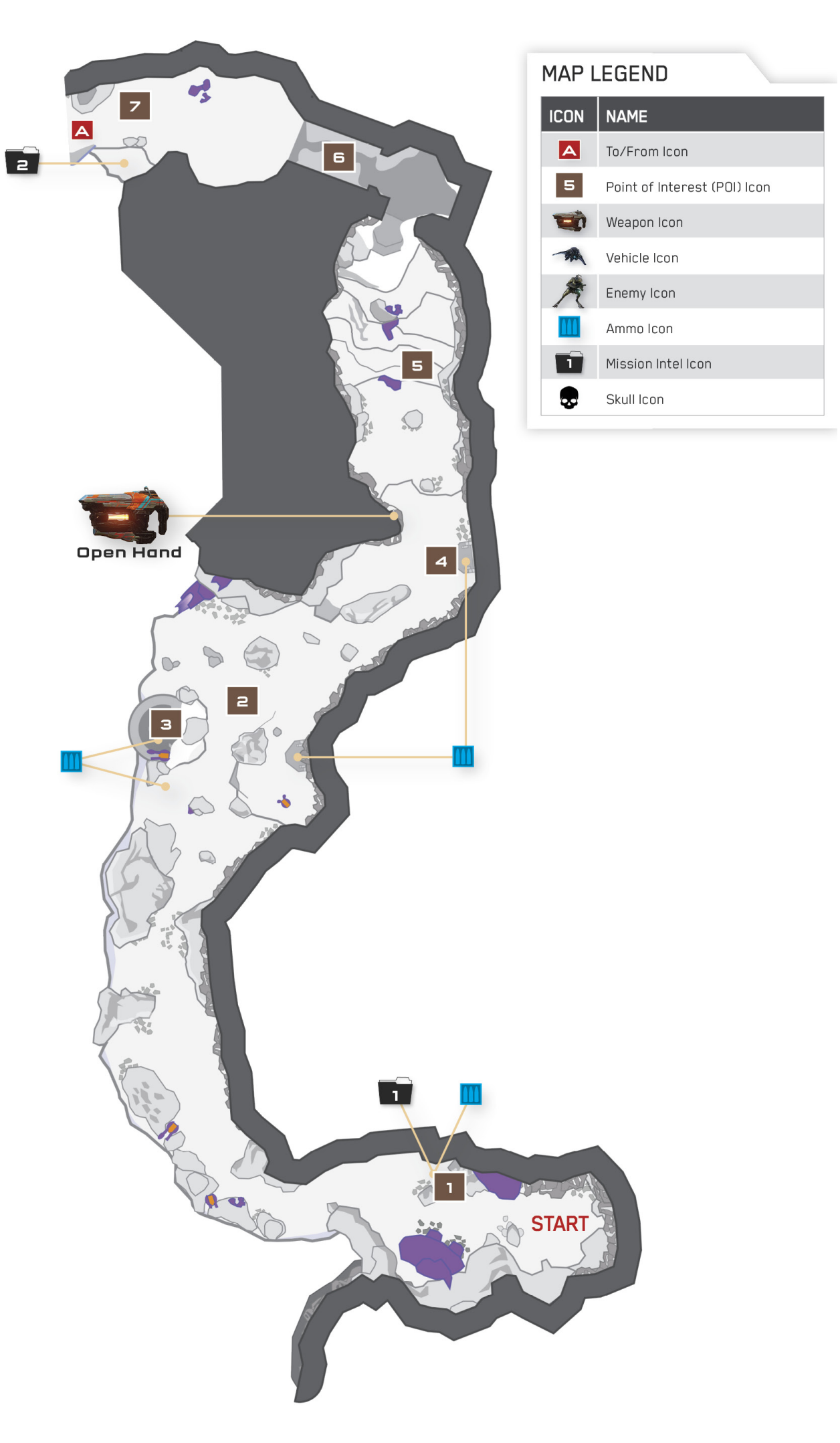
OPEN HAND

LOATHSOME THING

CAMPAIGN WALKTHROUGH

Mission 1: Osiris

Fireteam Osiris

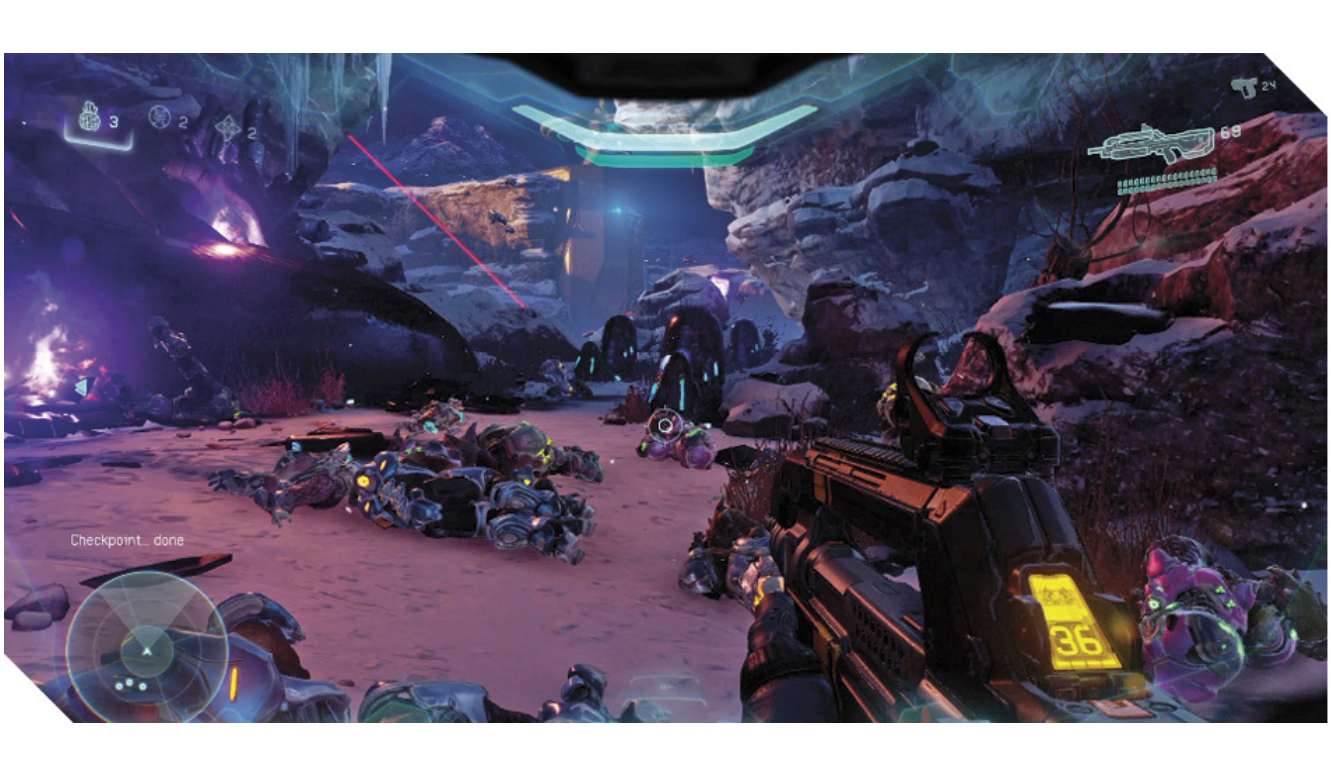


MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
	Skull Icon

OBJECTIVE: RETRIEVE DR. HALSEY

Things kick off with a bang when you touch down on Kamchatka. The Covenant and Prometheans are locked in furious combat—the very setting in which Fireteam Osiris thrives. Shoot or melee the dying Elite in front of you to end its suffering before advancing through the Covenant carnage ahead.



BATTLE RIFLE

Spartan Locke begins this mission with a powerful Battle Rifle. Designed for optimum effectiveness at most any range, the Battle Rifle is an excellent weapon to employ in both medium- and long-range firefights. Its three-shot burst fire mechanic pumps plenty of lead into threats with each pull of the trigger, but this also means that the Battle Rifle's magazine can quickly run dry if you're not careful.

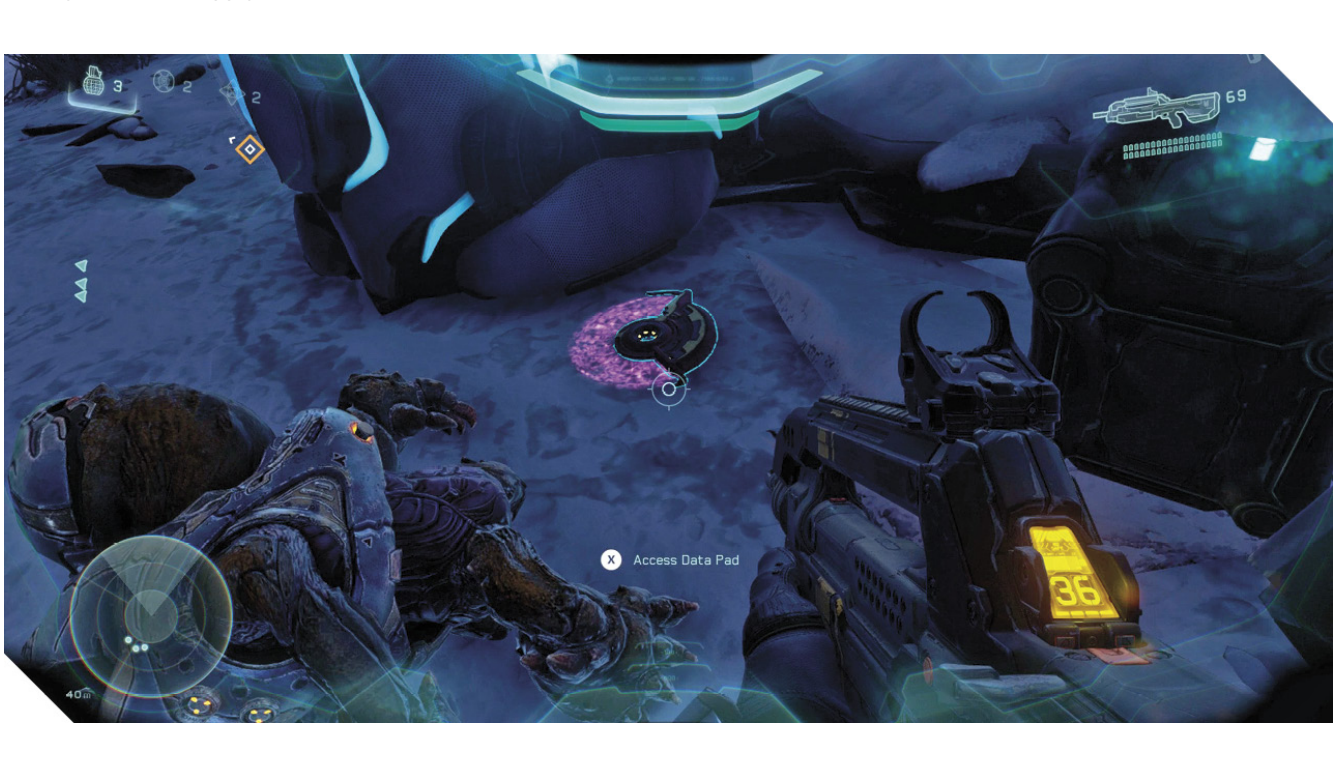
MAGNUM

Locke has also brought a trusty sidearm into this mission. Magnums may be small, but they're incredibly accurate and pack a decent punch. Magnums are great for scoring headshots against unprotected enemies, such as Grunts, Jackals, and Crawlers. Zoom in with the Smart-Link button and aim for the kill!

FRAG GRENADE

Lastly, Locke also carries three UNSC Frag Grenades. These powerful explosives can be thrown quite far and detonate shortly after striking the ground (or anything else), obliterating anything nearby. Frag Grenades will bounce off of walls and other objects, allowing them to be thrown creatively at foes hiding behind cover. Their fuse is short and their blast radius is large, making them ideal for wiping out groups of foes.

As you trudge through the carnage, press the Tracking button to engage Locke's Artemis system and scan the area. You'll detect a curious glowing object off to the right **1**, which turns out to be a Covenant data pad. Get close and hold the Action button to scan the data pad, and you'll unlock a new piece of Mission Intel—one of seven entries that you can find in this mission. If you like, you can also trade one (or both) of Locke's starting weapons for the Storm Rifle and/or Plasma Pistol found on the nearby Covenant supply crate.



MISSION 1 INTEL ACQUIRED (1 /7)

▶ MISSION INTEL

Mission Intel entries are special extras that you can find in every mission. While finding them is not mandatory, the bonus intel that you receive enriches *Halo 5: Guardians*' story. Use Artemis to find items in the vicinity that contain intel; a distinct chime sounds whenever one is detected, and the item will be encircled by a blue sphere for a brief time, helping you locate it. Visit the Career menu to listen to every piece of Mission Intel you've discovered. You can also listen to all of the intel you've discovered in the current mission by visiting the pause menu.

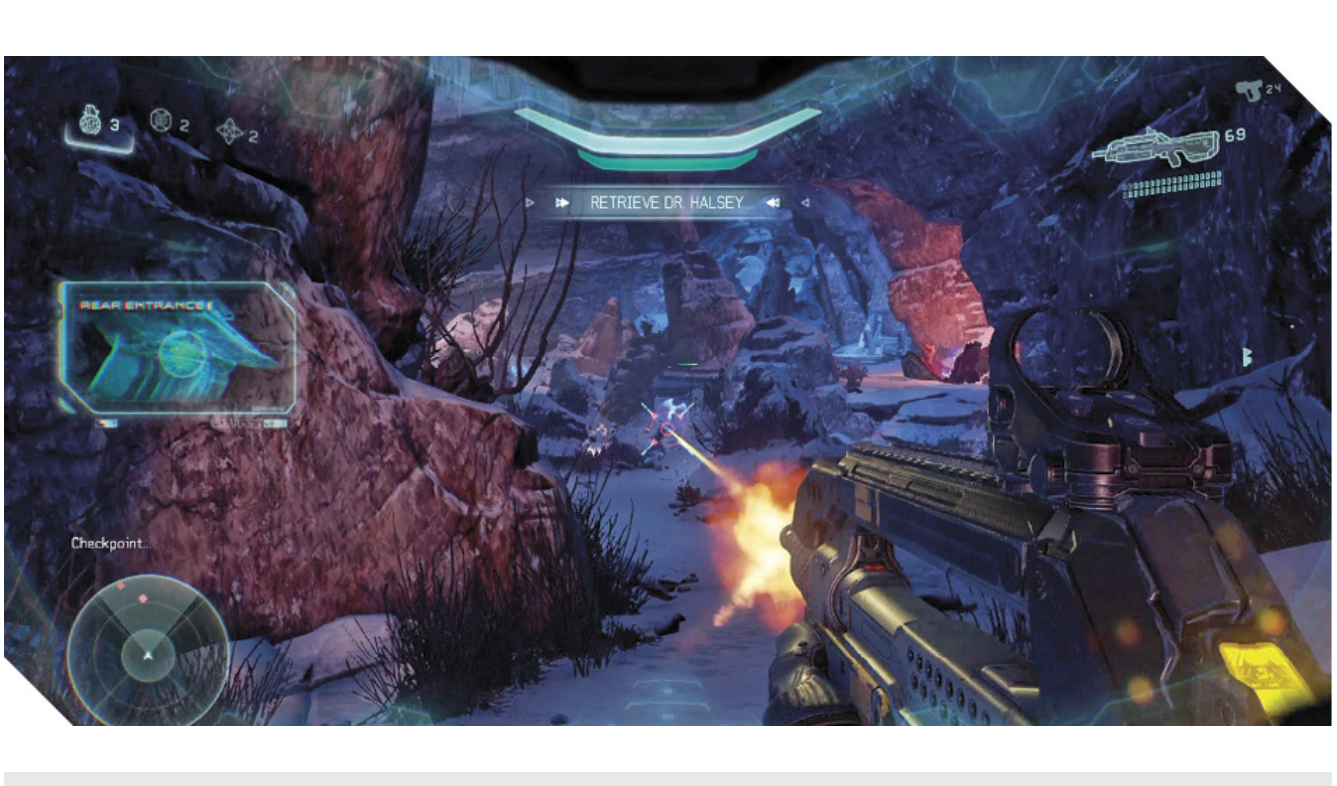
STORM RIFLE

A favorite among Elites, Storm Rifles are powerful, fully automatic energy weapons designed to quickly strip a Spartan's shields. Although their accuracy falls off over longer distances, few weapons can match the Storm Rifle's ability to rapidly deplete shields at close and medium range. Storm Rifles never need to be reloaded, but their high rate of fire causes them to swiftly overheat if unleashed at full auto for more than a few seconds. Shoot in short, controlled bursts to ensure your Storm Rifles never overheat.

PLASMA PISTOL

Plasma Pistols are carried by many Covenant forces—and often dropped by them during their death throes. Though small and unassuming, Plasma Pistols are excellent at stripping energy shields and can be fired about as quickly as a Storm Rifle if you're quick at pulling the trigger. Hold the trigger to charge up a powerful EMP (electromagnetic pulse) blast that can briefly disable vehicles or knock out an Elite's shields in a single shot! This charged shot is the Plasma Pistol's true strength, but unleashing it consumes significant energy.

It isn't long before you encounter enemy resistance **2**. Covenant Grunts and Jackals, led by a formidable Elite, are locked in battle against a swarm of Promethean Crawlers. Eliminate all threats with the help of your team. Toss grenades at enemy groups, and aim for headshots with the Battle Rifle or Magnum to ensure quick, clean kills. Take cover to recharge your shields as needed, but don't relent until the area is secure.



FINDING WEAPONS

Low on ammo? Search the ground for weapons and grenades dropped by fallen foes. Several Boltshots and Suppressors should be strewn about, along with the a few Plasma Pistols. Plasma Grenades, and Needlers. Covenant supply crates near the high ground on the left **3** are stocked with Storm Rifles as well. In a pinch, use Artemis to find nearby ammo caches.

GRUNT

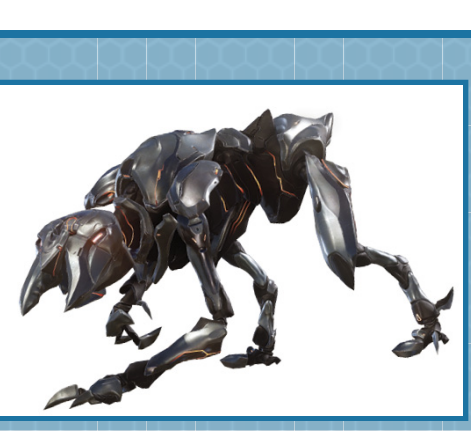
The bulk of the Covenant's ground forces, Grunts form the frontline of many battles. Though weak and easily frightened, Grunts gain strength and confidence in numbers. They're further bolstered by the presence of Elite leaders on the field, but Grunts will often run in terror if their Elite leader falls. Either that, or they'll whip out two Plasma Grenades and charge you! Grunts are easy targets, so pick them off first. Headshots are best.

JACKAL

If Grunts form the bulk of Covenant's ground troops, Jackals form the backbone. These stalwart sharpshooters never flee from a fight and often carry shields that protect them from most frontal attacks. Their shields can take quite a pounding, so try to flank Jackals, or toss a grenade to break their defensive stance. You can also shoot Jackals through the small hole in their shields' outer edge to stagger them and expose them to further attacks.

ELITE

Elites are large, battle-hardened leaders that fearlessly command troops of Grunts and Jackals on the field. They are the only Covenant ground troops that feature regenerative shields for protection, similar to those of a Spartan. Use energy weapons such as the Plasma Pistol or Storm Rifle, to quickly strip an Elite's shields. They'll regenerate before long, so immediately switch to a conventional weapon, such as a Battle Rifle or Magnum, and finish off the exposed Elite with a headshot.



CRAWLER

Crawlers are construct quadrupeds that scamper across the battlefield on all fours, quickly closing on their prey. Like Grunts and Jackals, Crawlers aim to overwhelm their quarry with vast numbers and attacks from all sides. When not attacking up close, Crawlers commonly fire Boltshots and Suppressors from afar. Aim for the head to bring Crawlers to a halt.

BOLTSHOT

Many Promethean troops wield a small, semi-auto sidearm called a Boltshot. This weapon fires bolts of energized particles quickly and accurately, making it effective at short- to midrange combat. Like the Battle Rifle, the Boltshot fires in bursts of three, allowing for maximum impact per trigger pull. Its particles have a limited tracking ability, helping them zero in on more distant and evasive targets. The Boltshot is designed to pierce armor, making it effective at weakening Prometheans and exposing their susceptible cores.

SUPPRESSOR

Carried by Promethean Soldiers and Crawlers, the Suppressor is a powerful automatic weapon of great destructive capability. Its mighty light bolts quickly shred armor at close and medium range, making the Suppressor an ideal weapon for crippling constructs and revealing their vulnerable cores. As with the Boltshot, a Suppressor's light bolts feature a limited tracking capability, curving through the air as they zip toward their prey.

NEEDLER

This fully automatic Covenant sidearm rapidly fires shards of crystals at swift velocity. The crystals track their target and embed directly (and painfully) into the victim. Should a target be stuck by several needles, a chain reaction will occur, causing the needles to detonate in a deadly explosion that's similar in effect (and lethality) to a Plasma Grenade. This chain detonation makes the Needler very effective against tougher enemies such as Elites.

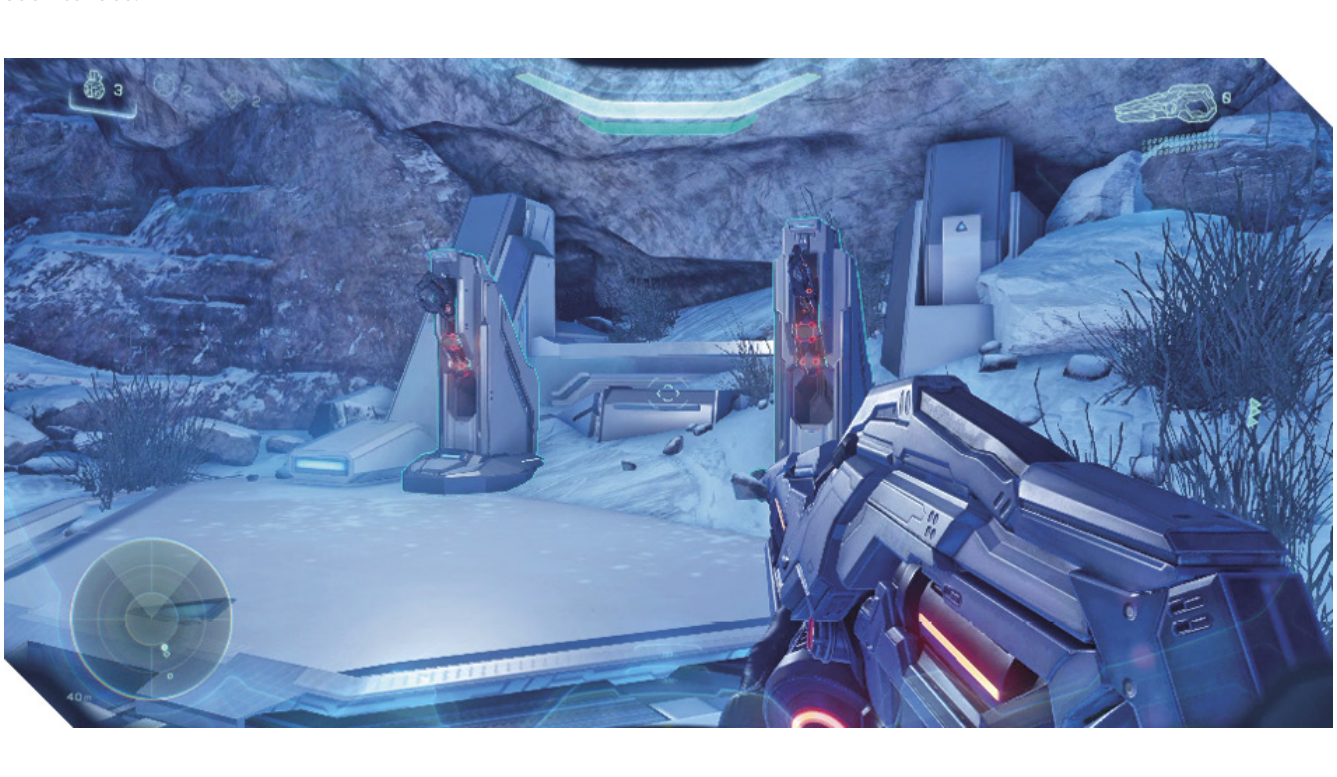
PLASMA GRENADE

The Covenant's brand of grenade is similar to the Frag Grenades employed by the UNSC. However, instead of bouncing around and quickly detonating, Plasma Grenades stick to enemies and vehicles, detonate after a brief delay, and annihilate their host. The blast radius is much smaller than the UNSC Frag Grenade, but the damage is far greater. This, coupled with the Plasma Grenade's ability to adhere, makes it one of the most devious explosives you'll find.

LEGENDARY STRATEGY

Everything's a challenge when playing on Legendary difficulty, and this first skirmish is no exception. If it's your first time playing on Legendary, you'll be amazed at how quickly Locke can be shot down, even by small-arms fire. Keep close to cover and don't emerge until your shields are fully restored. Squeeze off a few shots, then retreat to cover before you draw too much fire. Don't advance until it's safe to do so, and try to score headshots with the Magnum or Battle Rifle for clean, efficient kills.

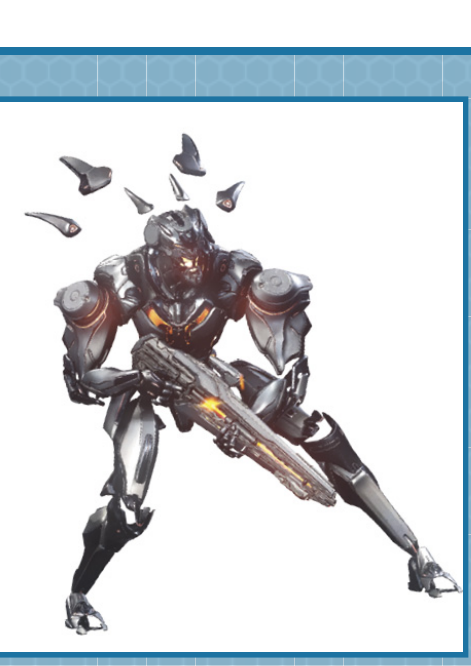
After securing the area, advance up the trail to find a Promethean weapon rack **4**. Take the opportunity to grab a fully loaded Suppressor and a few Promethean Splinter Grenades. These will come in handy against the tide of constructs you're soon to face.



SPLINTER GRENADE

Every faction has its flavor of grenade, and the Prometheans are no exception. Their Splinter Grenade is cleverly designed to function as both an offensive and defensive weapon. After its initial detonation, a Splinter Grenade fragments into crackling particles that hang in midair for several seconds. Anything unfortunate enough to touch these lethal particles will likely be annihilated. This persistent "death cloud" left behind by Splinter Grenades makes them useful as defensive tools. Toss one or two at an area to impede the enemy's advance, then turn your attention elsewhere.

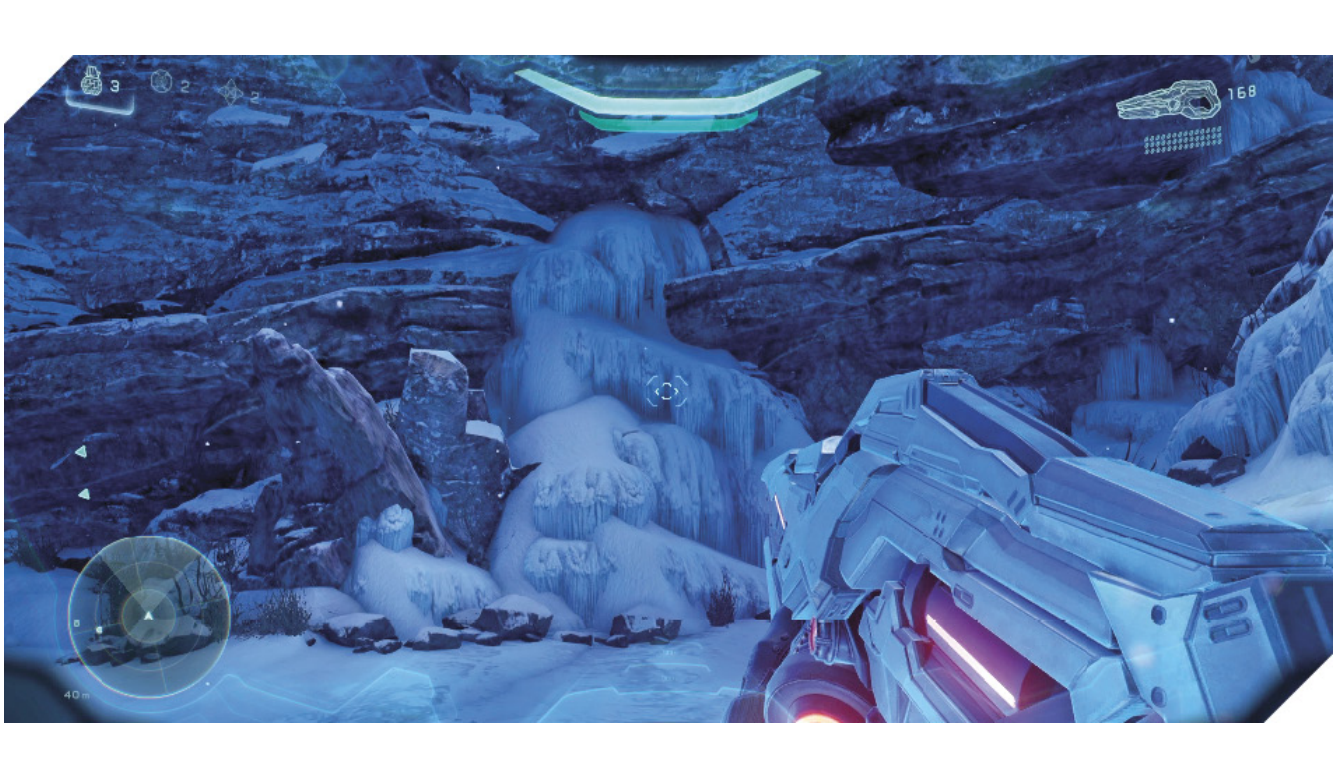
A bit farther ahead, you catch your first glimpse of the Prometheans' latest threat: Soldiers **5**. The agile combatants quickly teleport and flee up a tall cliff.



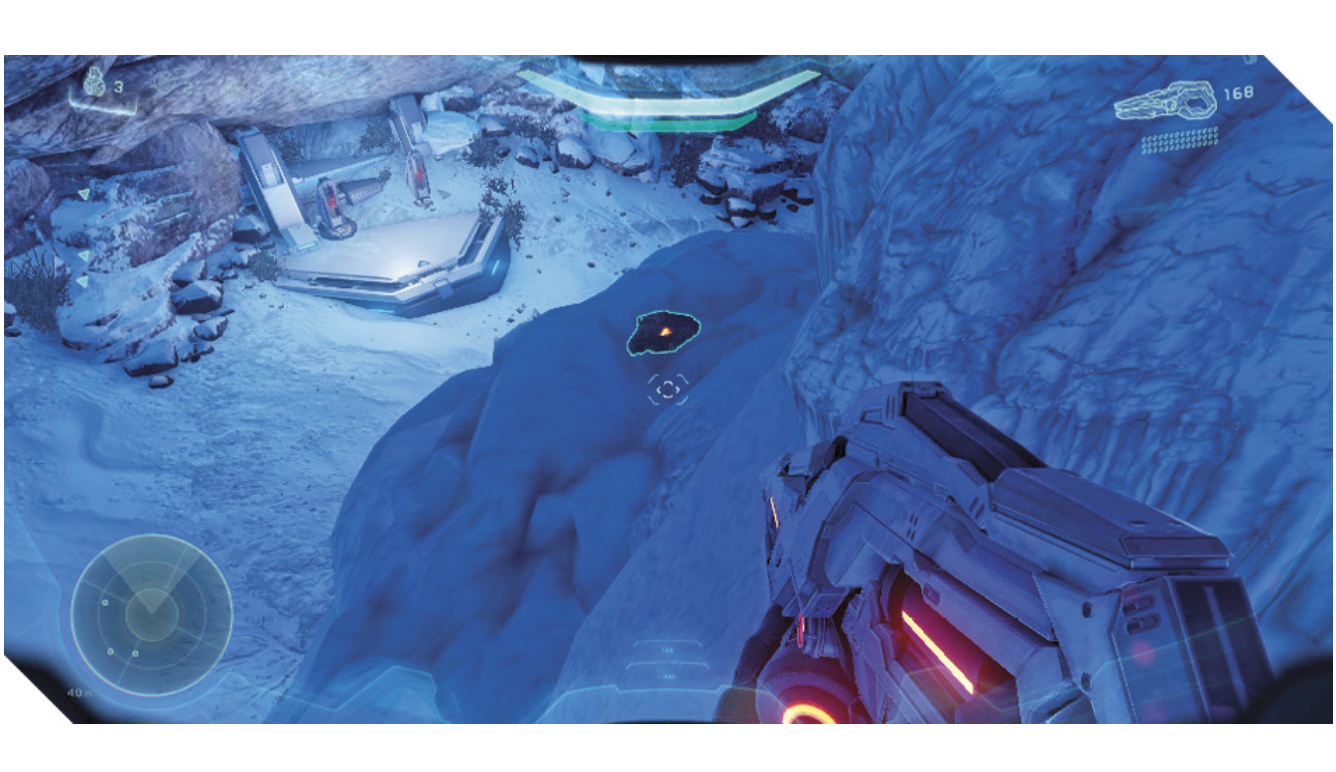
SOLDIER

New to the *Halo* universe, Promethean Soldiers are cunning, nimble construct warriors that you encounter in vast numbers throughout the Campaign. Soldiers do not utilize regenerative shields; instead, a suit of protective armor covers their vulnerable spots, which are known as cores. Blast away a Soldier's armor to expose its cores at the head and chest—Suppressors and Boltshots work best for stripping armor. Target either of the exposed cores to quickly finish off the Soldier, but beware of their ability to teleport—they will use this to escape from a losing battle, or to quickly close in for a sudden melee strike!

Before pursuing the Soldiers up the cliff, turn left and jump onto the large nearby snow pile near the left wall. From there, jump at the wall and press the Jump button again in midair to clamber onto its tiny lip.



Carefully inch along the lip to reach a small, snowy ledge with a Boltshot. This is no ordinary Boltshot, however; this is Open Hand, one of two special weapons you can discover in this mission! Drop and pursue the Soldiers up the cliff afterward, jumping twice to clamber up the taller ledges.



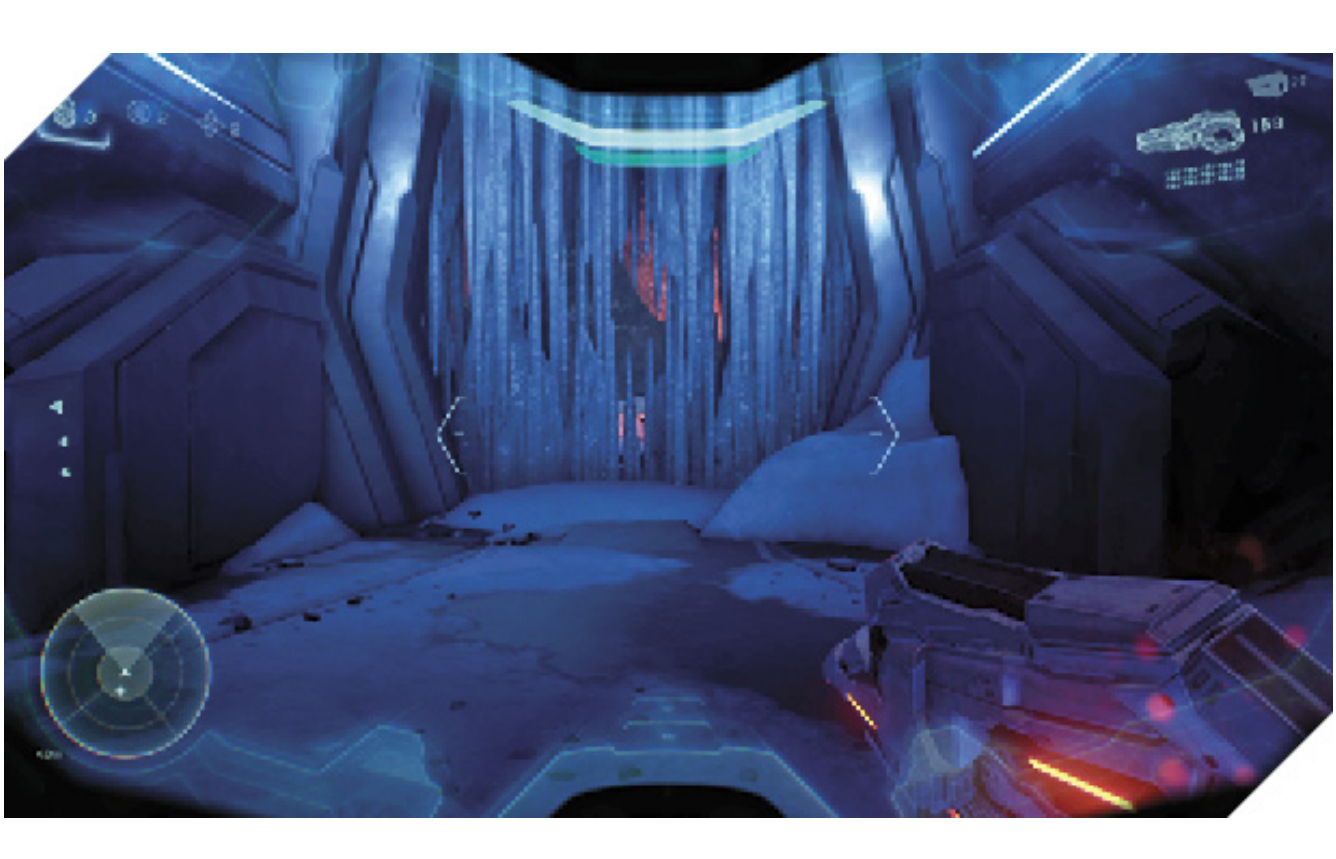
OPEN HAND

This weapon is the right hand of Endurance-of-Will, the Didact's loyal lieutenant. It's an advanced Boltshot that fires a swarm of tracking bolts with each press of the trigger.

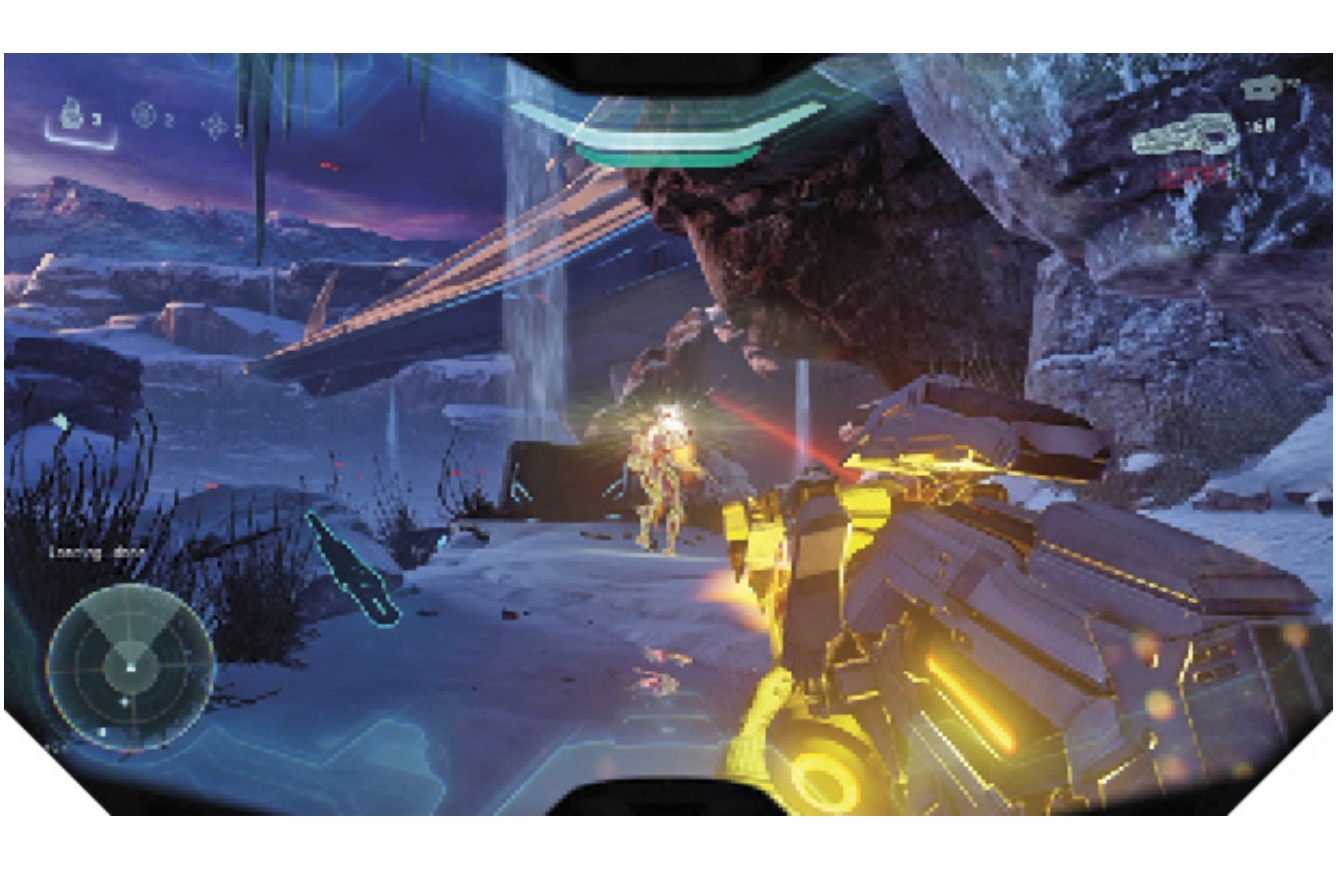
▶ SO SPECIAL

Special weapons like Open Hand can be found in many Campaign missions. They give you a big advantage in each mission, but like other weapons, they can't be carried over from one mission to the next. Make good use of them while you can!

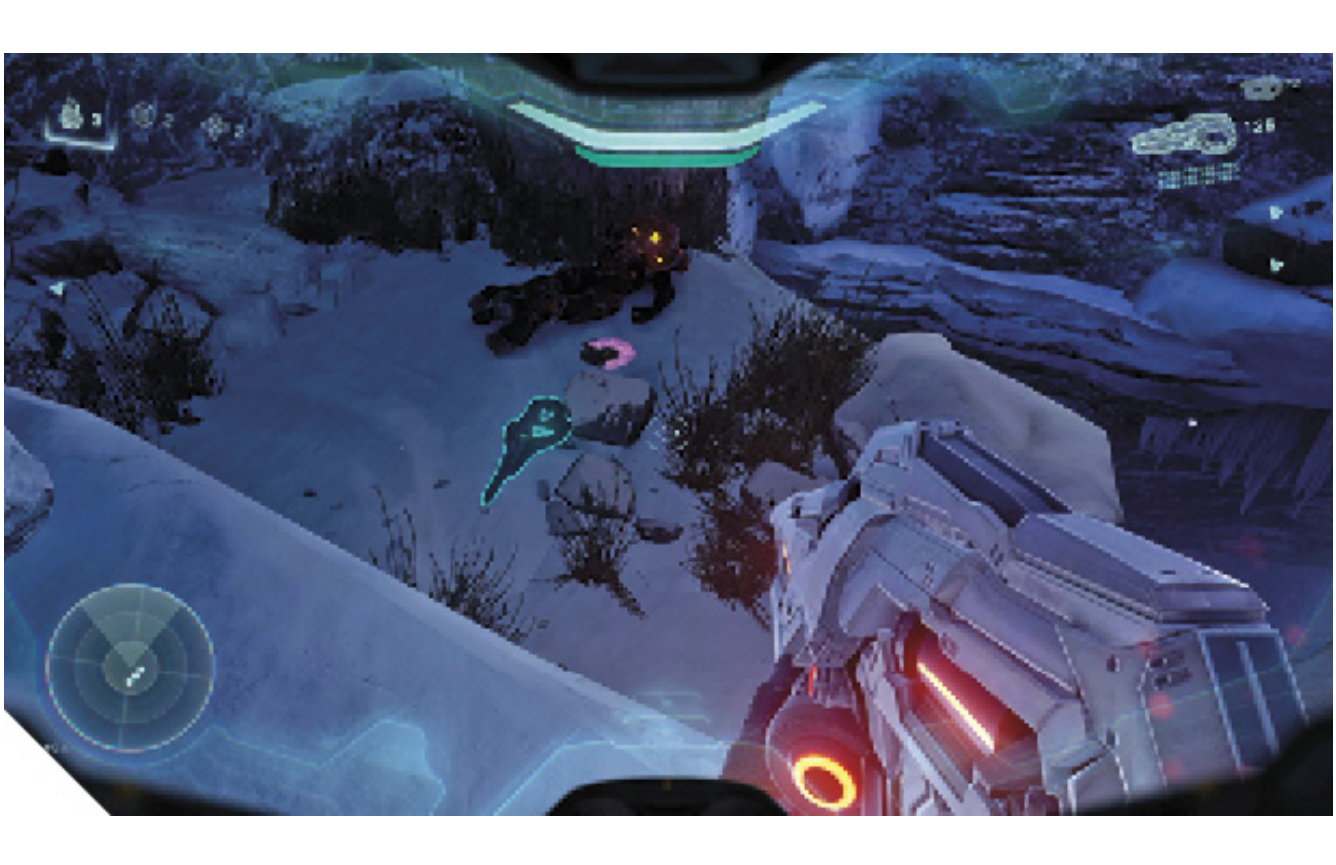
Continue chasing the Soldiers into the tunnel that follows **6**. This time, they teleport through a wall of solid ice. Raid the nearby weapon rack for more Boltshot and Suppressor ammo if you like, then begin a Spartan Charge by sprinting toward the ice wall. While sprinting, press the Melee button just before you hit the wall, and you'll smash through the ice with a heroic Spartan Charge!



You finally catch up to one of the Soldiers after smashing through the ice wall **7**. This lone wolf is easy pickings, so advance and destroy the Soldier with your Suppressor. The real battle is just ahead.



After shooting the Soldier, peer over the nearby cliff to spot a Covenant data pad and a Carbine lying on a low ledge next to a fallen Elite. Carefully drop down and scan the data pad for another piece of intel. Grab the Carbine as well, or use the Issue Orders button to give it to a teammate instead and improve their long-range firepower.



MISSION 1 INTEL ACQUIRED (2/7)

▶ SHARE THE LOVE

Give weapons to AI teammates by aiming at a weapon and pressing the Issue Orders button. One of your teammates will then collect the weapon, trading one of their starting arms for it. AI teammates never run out of ammo, so always try to give them superior firearms whenever they're available. Press and hold the Issue Orders button to cancel your orders.

ACHIEVEMENT: YOUR TEAM IS YOUR WEAPON

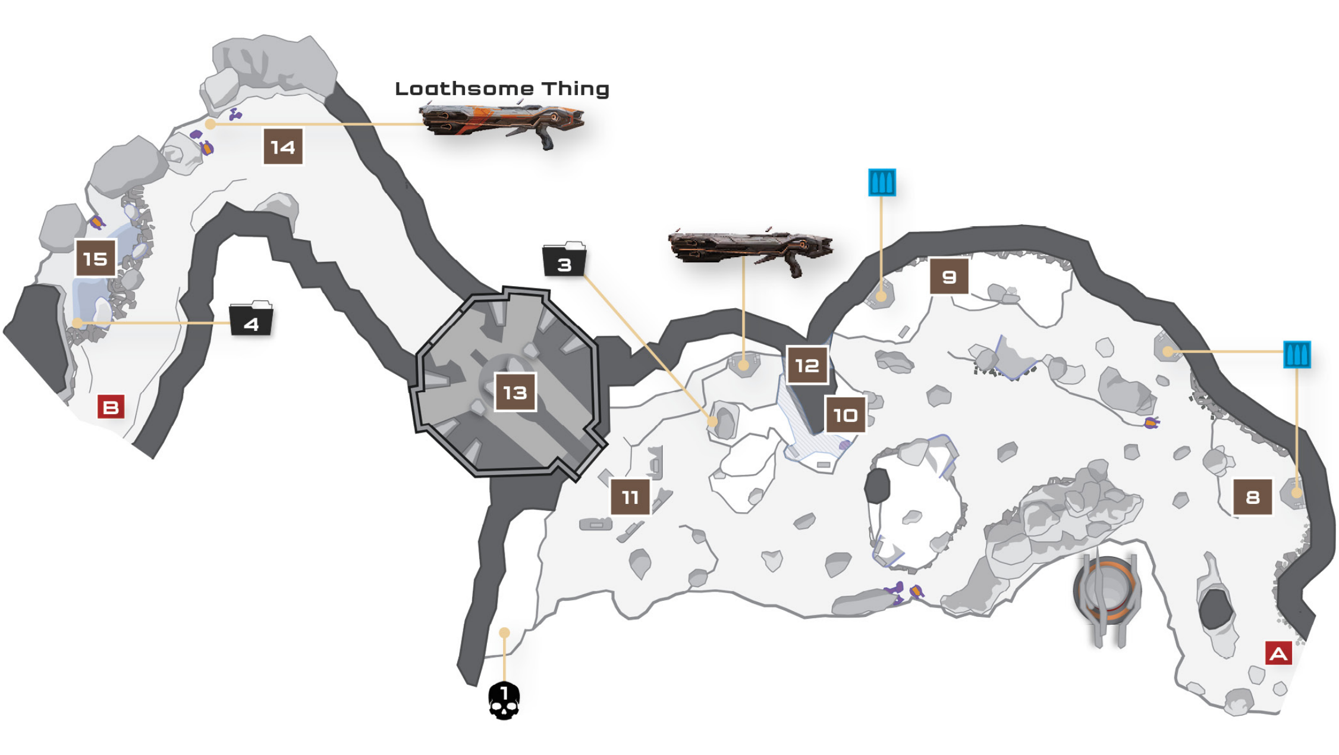
Use the Issue Orders command at any point during this mission to complete this Achievement. It's one of the easiest Achievements to earn, so be sure to get it! You can complete this Achievement by issuing your team any order, be it a movement order, an attack order, or a weapon swap. You can even earn this Achievement just by asking to be revived!

CARBINE

Similar in functionality to the Promethean LightRifle, the Carbine delivers precision shots across long distances. Although not as powerful as the LightRifle, the Carbine holds more ammo and can be fired more rapidly, lending it greater value in the field of versatility.

Mission 1: Osiris

Major Firefight: Security Checkpoint

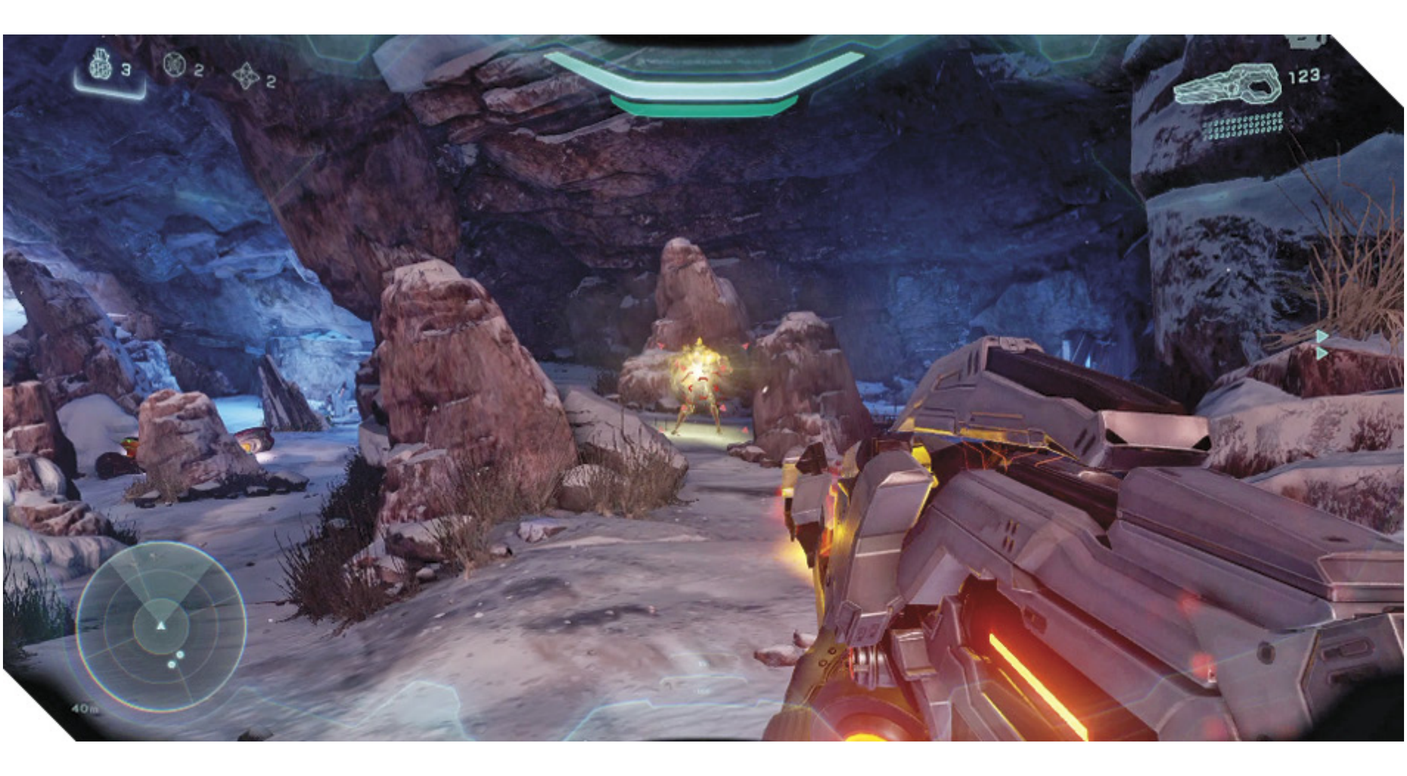


Your first real battle unfolds on the winding trail that leads toward a distant Forerunner security station. Here you face a vast number of Promethean Soldiers and Crawlers, who are busily fortifying their position along the cliffs. Sound strategy will take you far in this intense firefight!

RECOMMENDED LOADOUT

Ditch any Covenant energy weapons you might be carrying and go with Promethean arms (especially Open Hand); they'll serve you better at dispatching the teeming constructs you face here. The Suppressor is especially useful at close to medium range, while the LightRifles you'll soon be acquiring will fare better against more distant threats. Until then, a Boltshot is a good backup to your Suppressor.

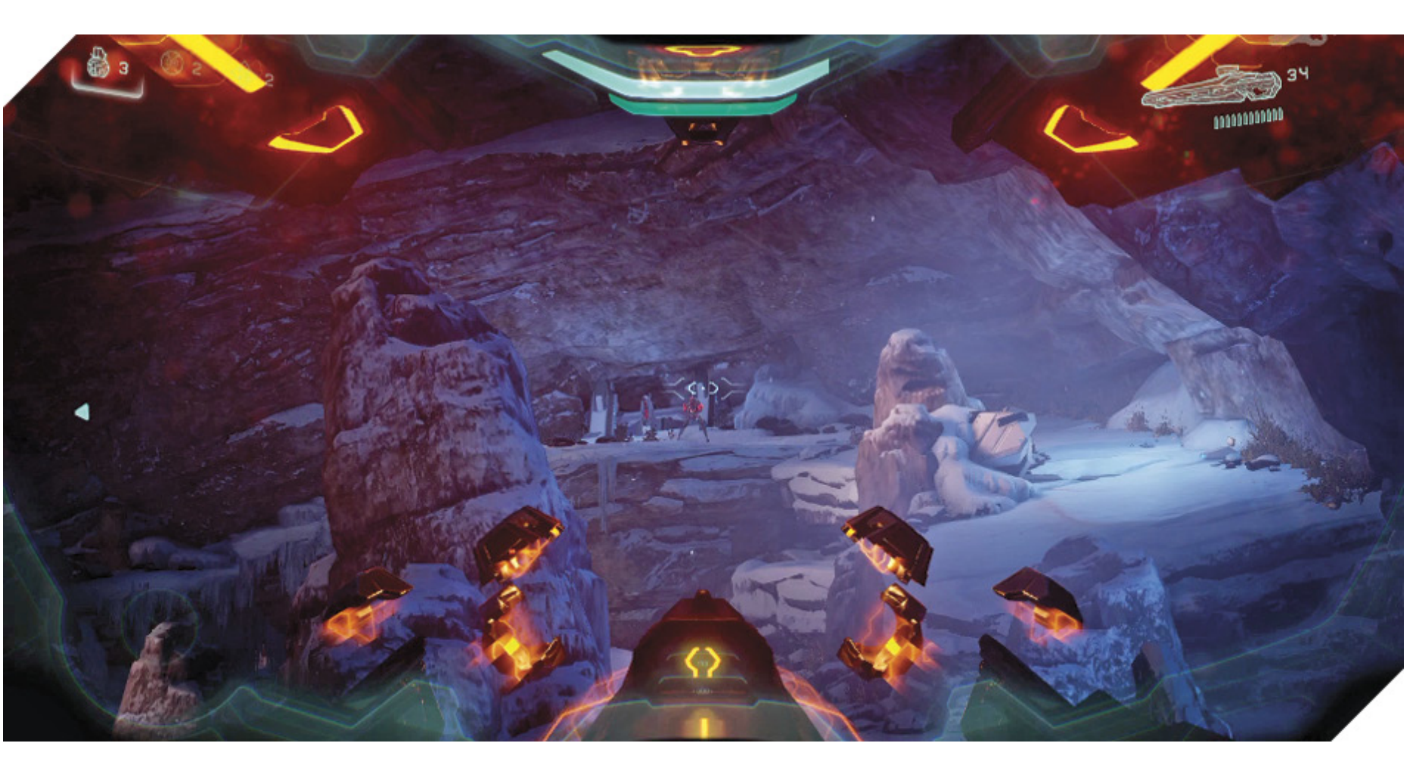
You could charge straight down the main trail, but that route is extremely dangerous. Keep to the high ground instead by exploiting the ledges on the right. Secure the first ledge on the right, which is guarded by a few Soldiers **8**. After defeating the Soldiers, raid the nearby weapon rack to top off your Suppressor ammo and trade your other weapon for a LightRifle.



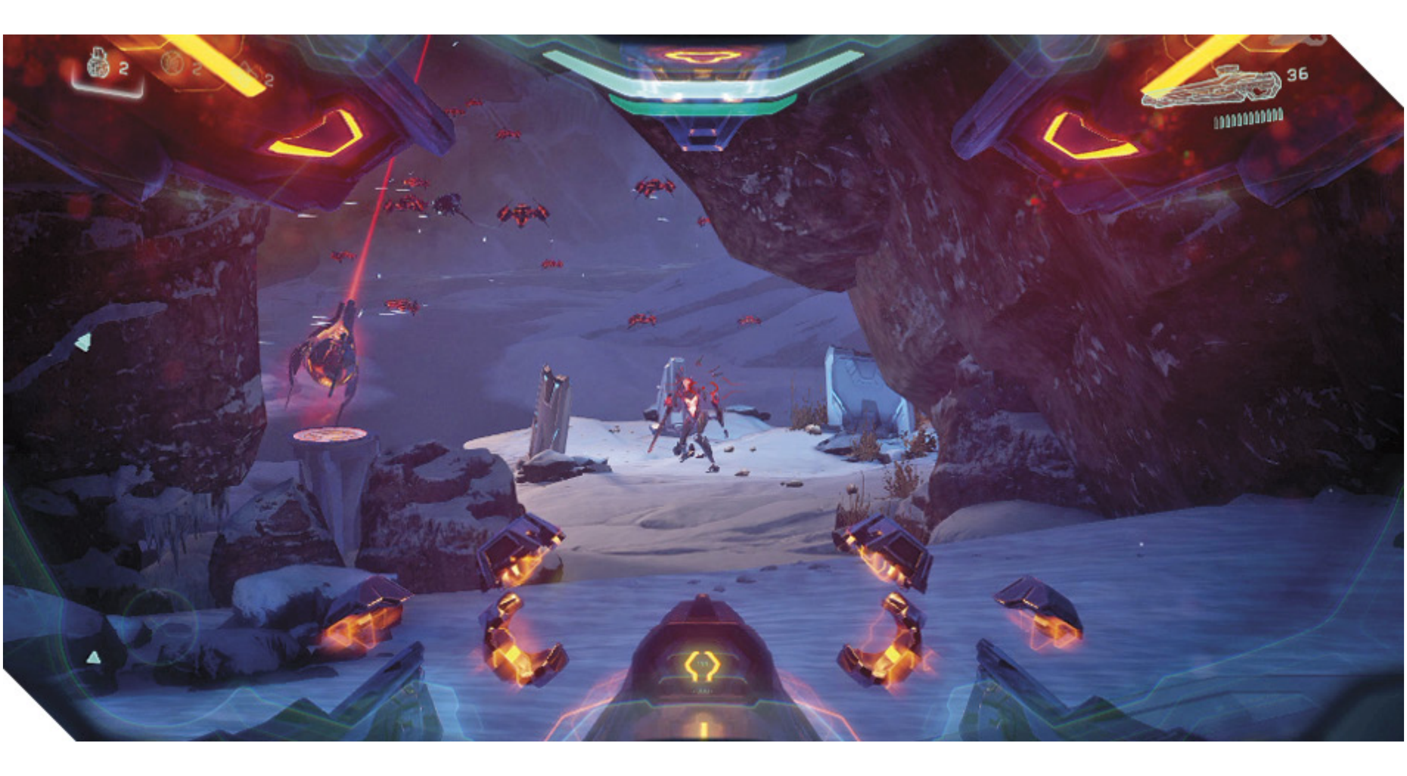
LIGHTRIFLE

This powerful rifle is frequently wielded by Promethean sharpshooters. Its scope lets the user zoom in for a clear view of remote targets, and its light mass particles find their mark at the speed of light. Picking off threats from a safe distance is always a good idea, and the LightRifle helps you do just that. Use it to hit Promethean cores from afar after blasting off their protective armor.

After securing the ledge, level your newfound LightRifle against the enemies below and the Soldiers on the distant cliff **9**. Zoom in and chip away at each Soldier's armor until their vulnerable cores are exposed, then finish them off. Beware of Crawlers that suddenly rush you; switch to your Suppressor to cut them down fast.



When you're ready to advance, keep close to the wall on the right and head directly for the next ledge **9**. This one's a bit high, but you can reach it by jumping and then pressing the Jump button again to clamber up. Once you're on the ledge, fire on the distant Soldiers guarding the next ledge **10** with your Boltshot, Suppressor, or LightRifle, but keep an eye on your radar to spot any threats that move into close range. Take cover whenever your shields drop below half strength, and give them time to recharge.



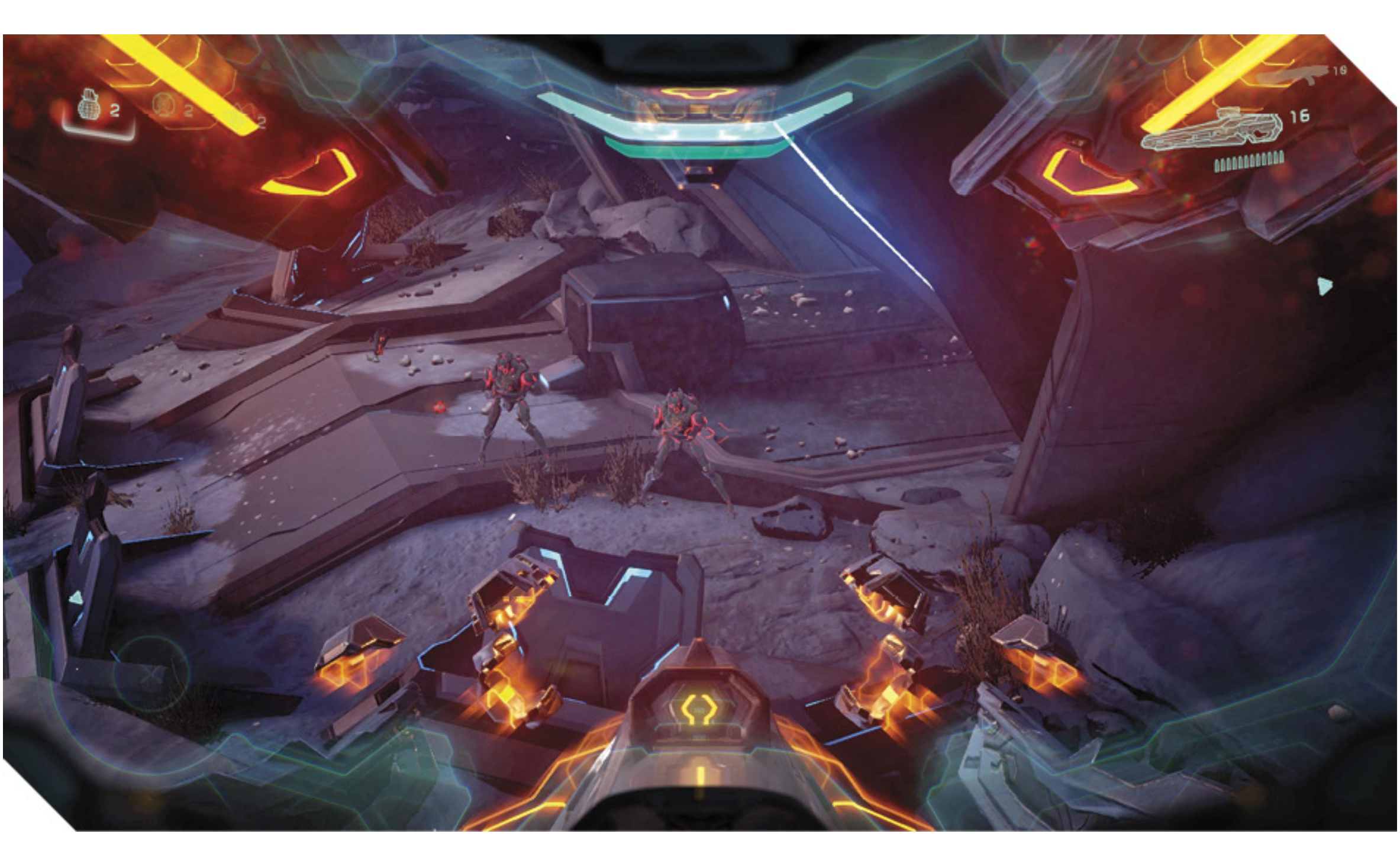
DEFEATING PROMETHEANS

Suppressors and Boltshots are great at stripping a Promethean's armor, but they're significantly less effective at dealing the final blow to their exposed cores. Switch to a different weapon after you've stripped away the armor, such as a Battle Rifle or LightRifle, and target the cores to defeat the constructs in short order.

LEGENDARY STRATEGY

Using the LightRifle and side ledges to maximum effect is vital when playing on Legendary difficulty. The lower trail is suicide, so avoid it and take out the Soldiers and Crawlers from a safer vantage. Promethean armor isn't self-repairing, so don't worry if it takes time to get the job done. Remember: Every shot you land moves you one step closer to victory!

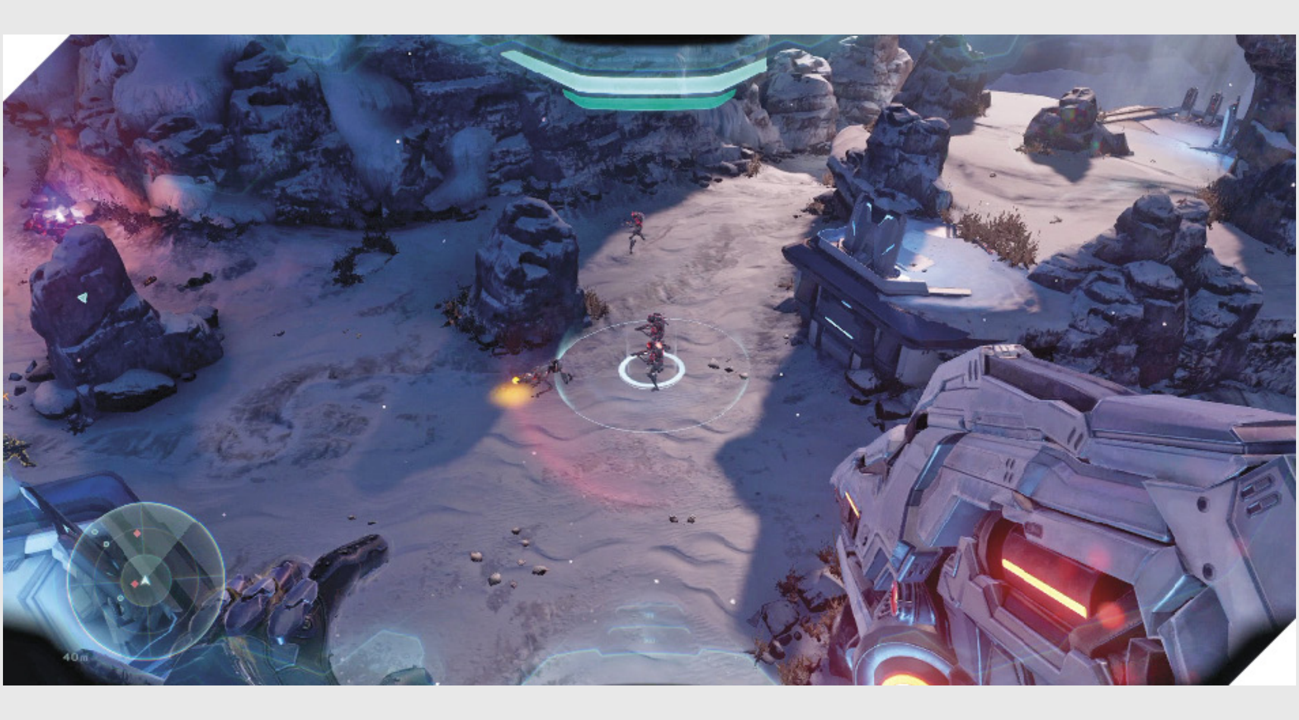
Jump over to the next ledge **10** when it's safe to do so, then continue picking off Prometheans with the LightRifle. The Soldiers near the far facility **11** wield LightRifles, making them most dangerous, but you have a clear shot at them from the ledge's highest point. You'll also discover another Carbine and data pad up here; put the Carbine to use if you run out of LightRifle ammo, and scan the data pad for more Mission Intel.



MISSION 1 INTEL ACQUIRED (3/7)

ALTERNATE APPROACH

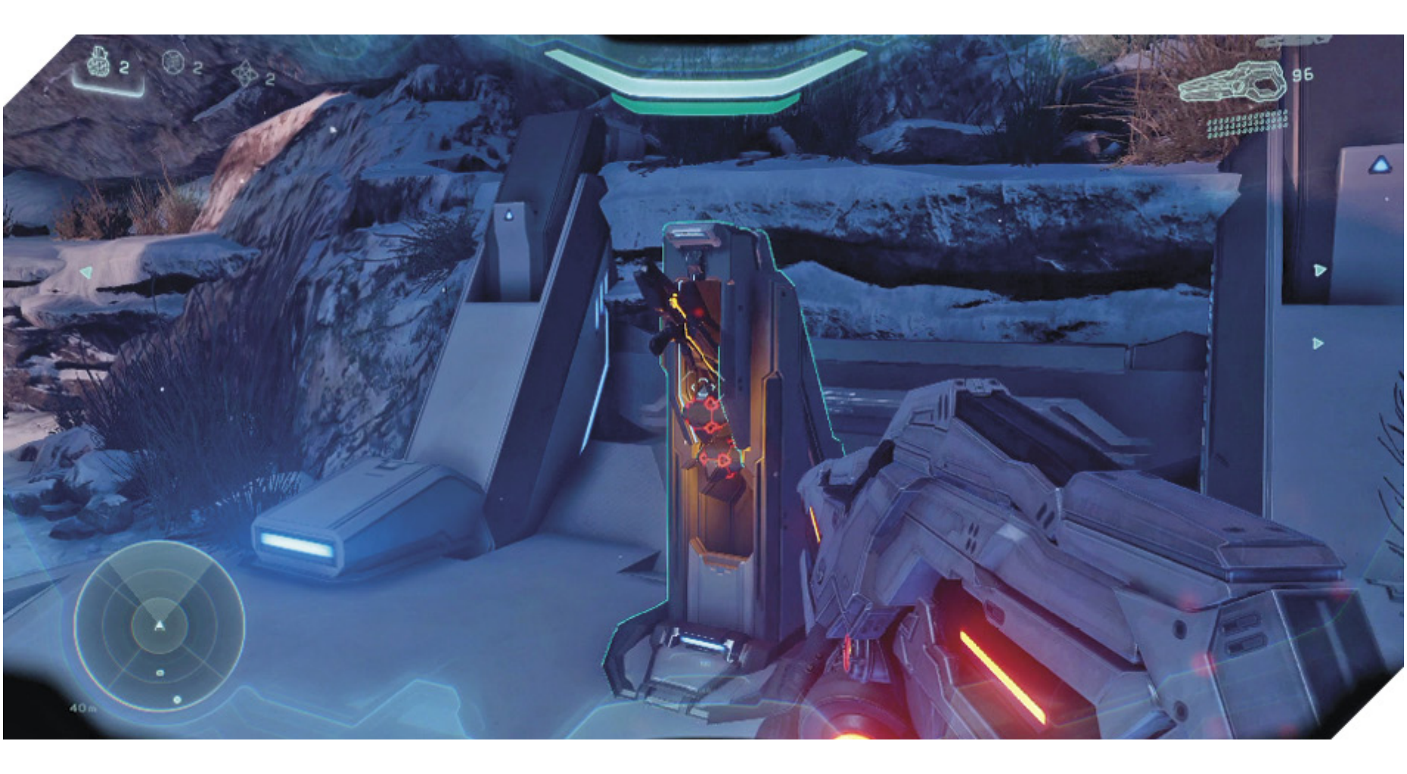
If you prefer a more direct (and dangerous) approach, try performing a Ground Pound from the ledges. Jump into the air and hold the Melee button, then aim where you'd like to land and release the Melee button. You'll slam down at that location with tremendous impact, knocking away enemies and defeating weaker ones outright. You'll be exposed after the Ground Pound, so have your Suppressor ready and find some cover.



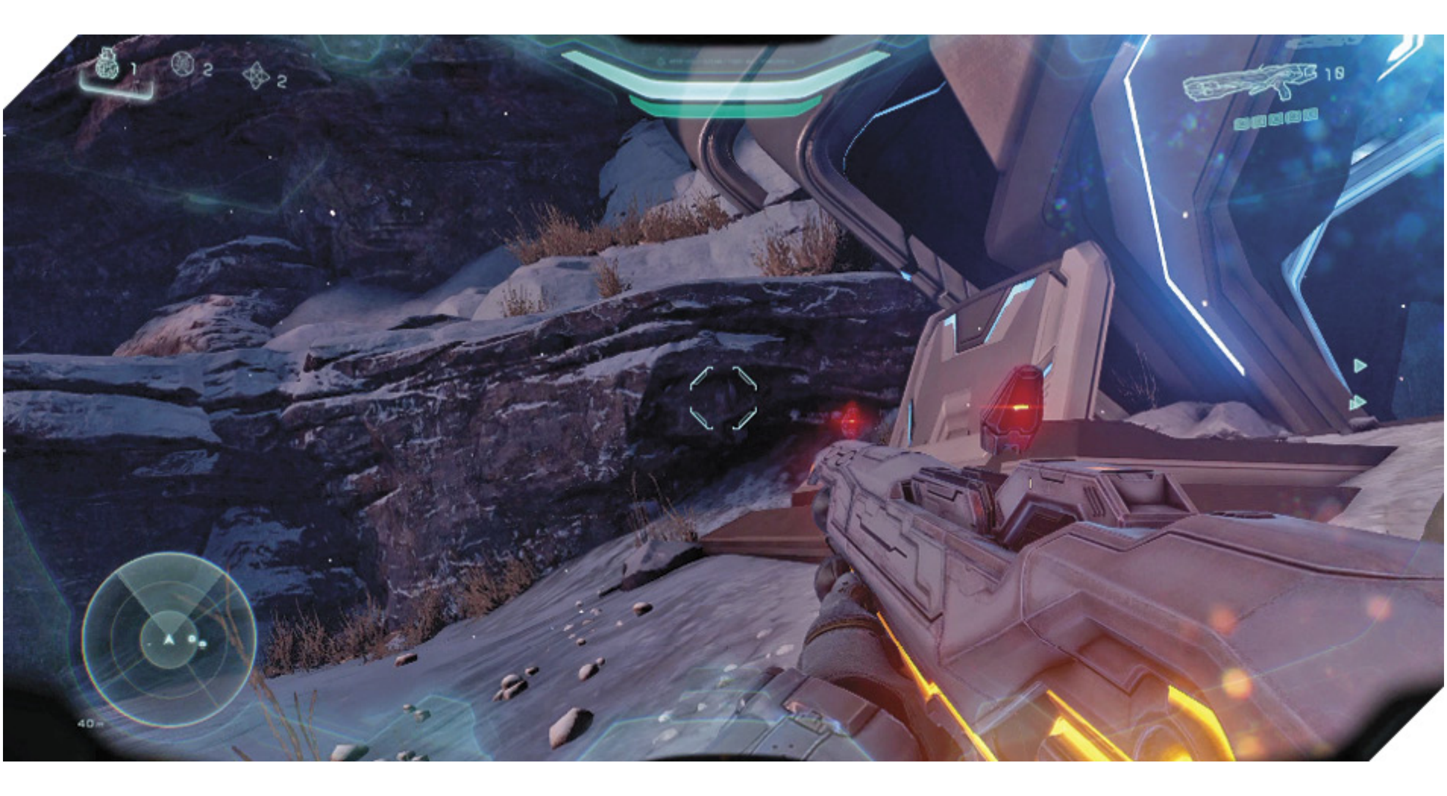
HIGH IMPACT

A Ground Pound's damage hinges on the height at which you initiate the maneuver. The greater the height, the greater the impact!

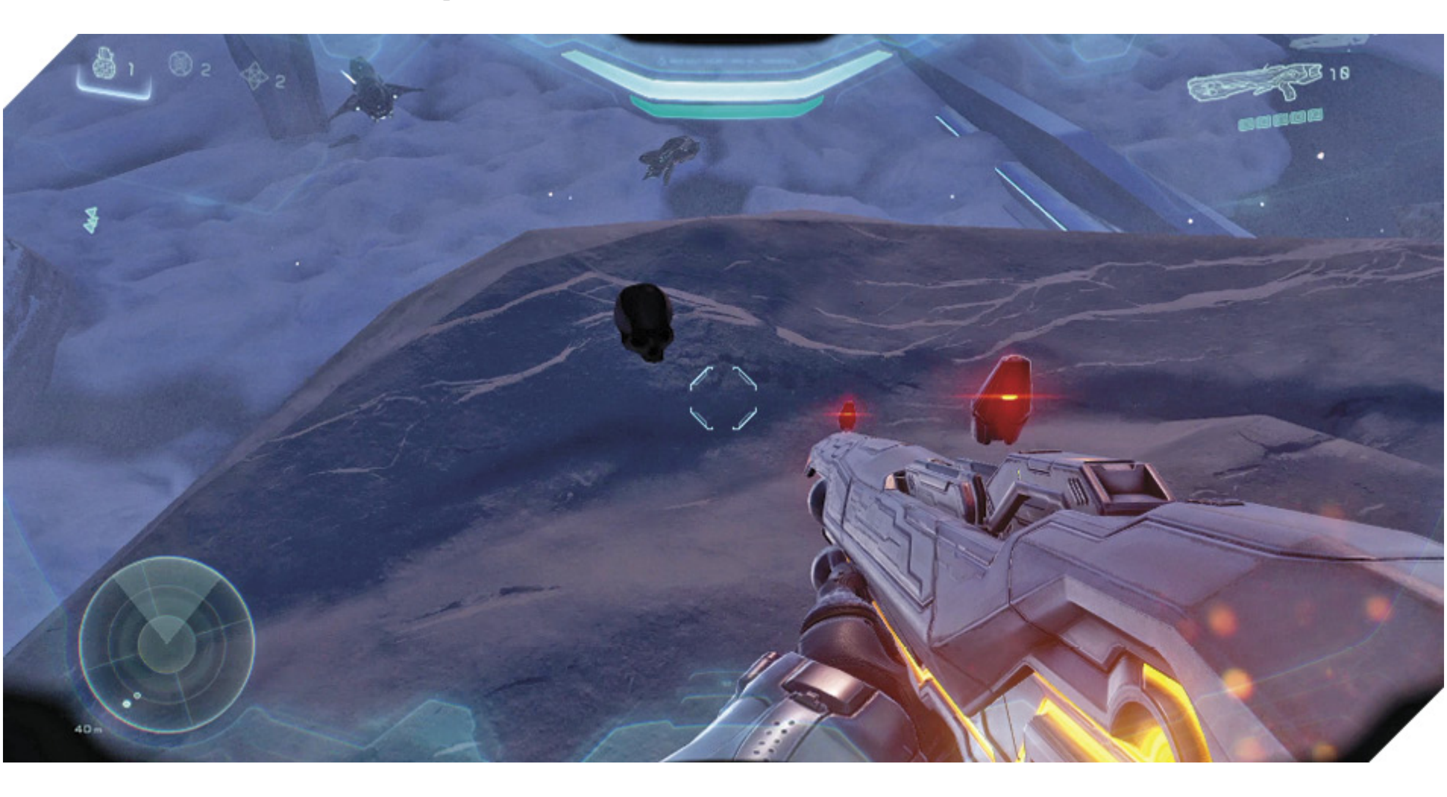
The low ground has other advantages. Perform a Spartan Charge (sprint and press the Melee button) and smash through the ice wall between the ledges on the right **12**. You'll enter a small cave with a Scattershot. This powerful close-range weapon is just what you need when those Crawlers start to swarm!



SKULL 1 OF 13: IWHYBD



With the area secure, advance on the Forerunner structure that the constructs had been guarding **11**. Don't go inside, but carefully jump and climb onto the ledge that's just to the left of the facility's door.



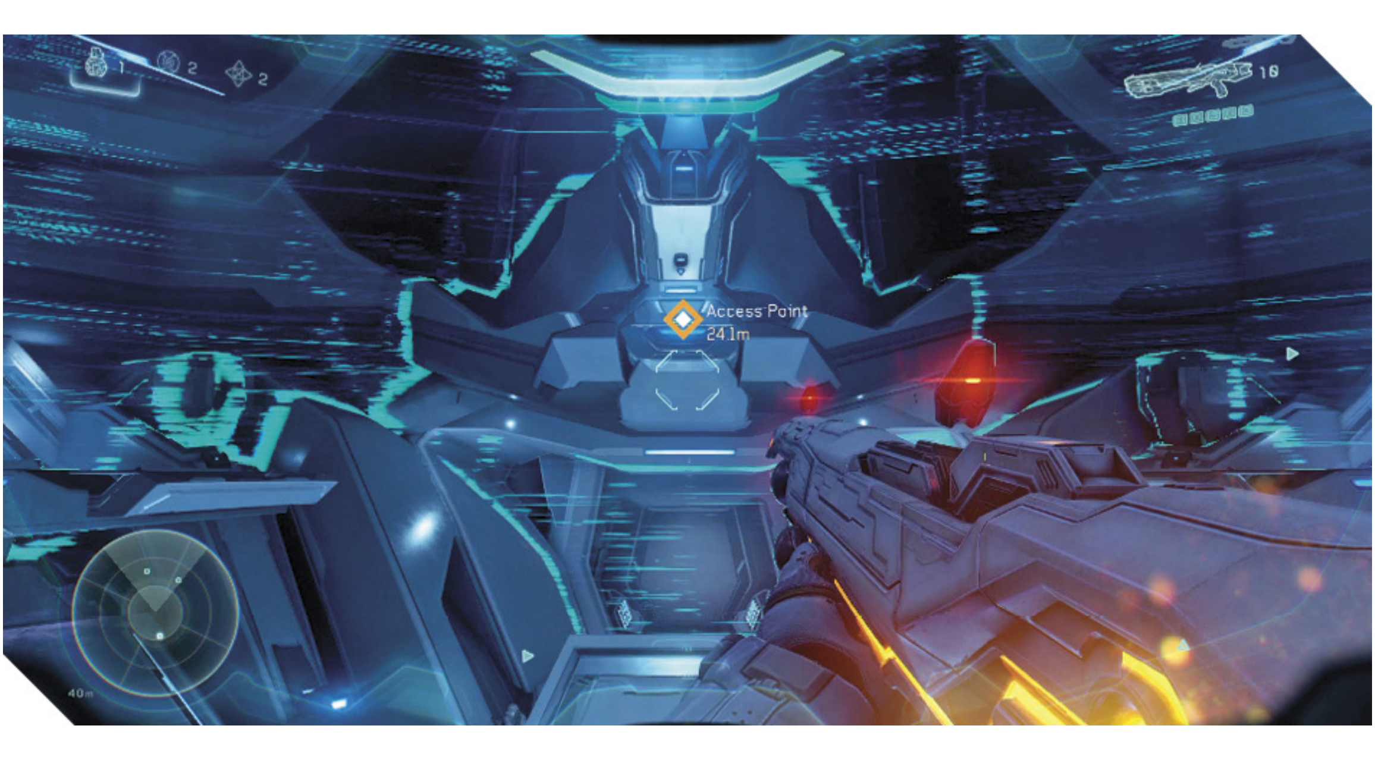
Follow the ledge to its end to discover a tiny Skull in the snow. It may look unassuming, but this little Skull is a rare collectible in *Halo 5: Guardians*. There are only 13 Skulls like this to find in the entire Campaign, and each one lets you activate a special gameplay modifier that can dramatically change your Halo experience. See the Appendix to learn all about Skulls!

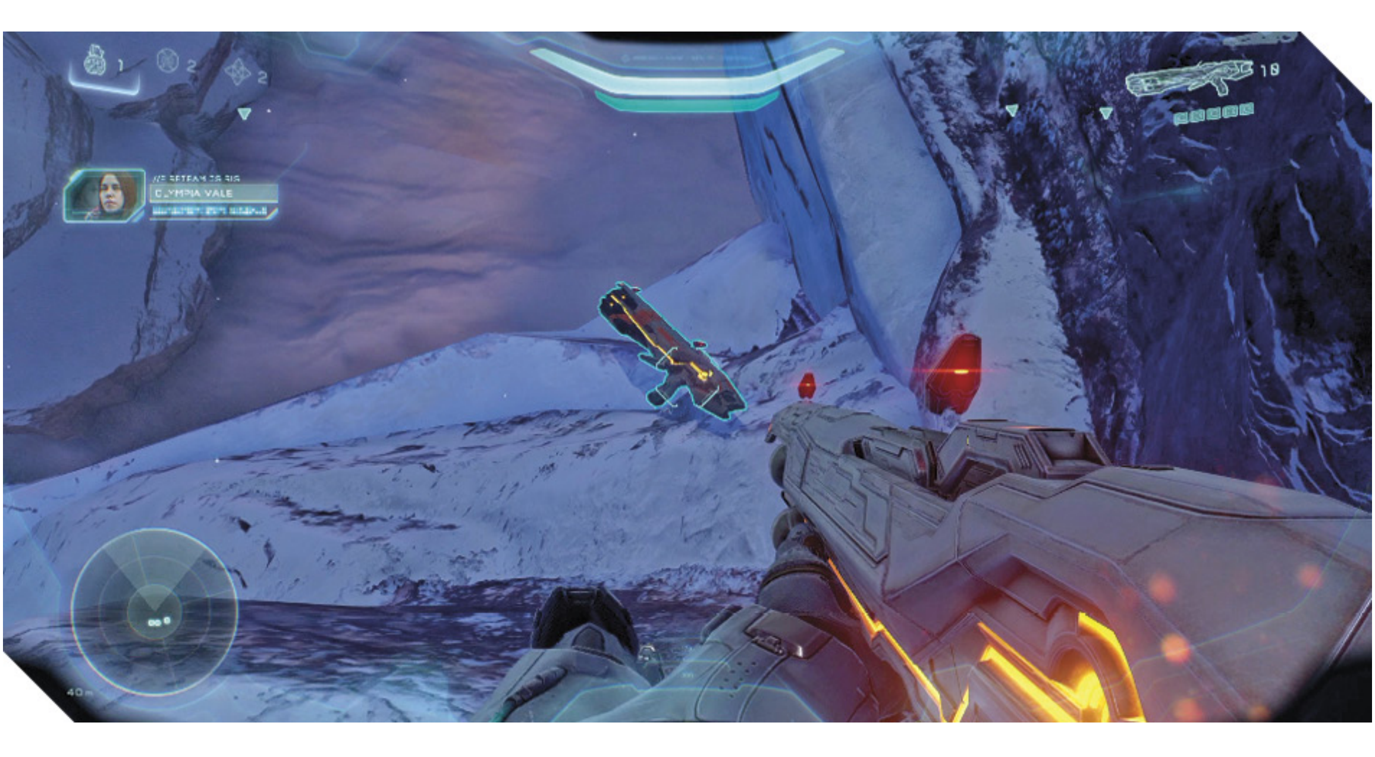
SCATTERSHOT

The Prometheans' equivalent of a shotgun, the Scattershot is the construct army's ultimate up-close weapon. Its generous spread of ionized particles decimates anything unfortunate enough to bear the Scattershot's full brunt. If for some reason the first shot doesn't succeed, the second one often does, and the Scattershot's quick rate of fire reduces the time you'll spend exposed between blasts. Scattershots hold just five shells, and each shell must be individually loaded, so always reload between skirmishes to ensure you aren't caught without ammo. When a spread from a Scattershot bounces off of a floor or wall, it deflects toward nearby targets, allowing for creativity when drawing firing angles.

OBJECTIVE: EXIT THE SECURITY STATION

The structure that the Prometheans had been guarding is a Forerunner security station, and the door ahead is sealed tight. Hit the Tracking button to engage Locke's Artemis system and scan the area. You discover a control mechanism on the platform above the door **13**. Sprint, jump, and grab the platform's edge to climb up, then hold the Action button to trigger the control mechanism and open the door.





OBJECTIVE: RETRIEVE DR. HALSEY (CONTINUED)

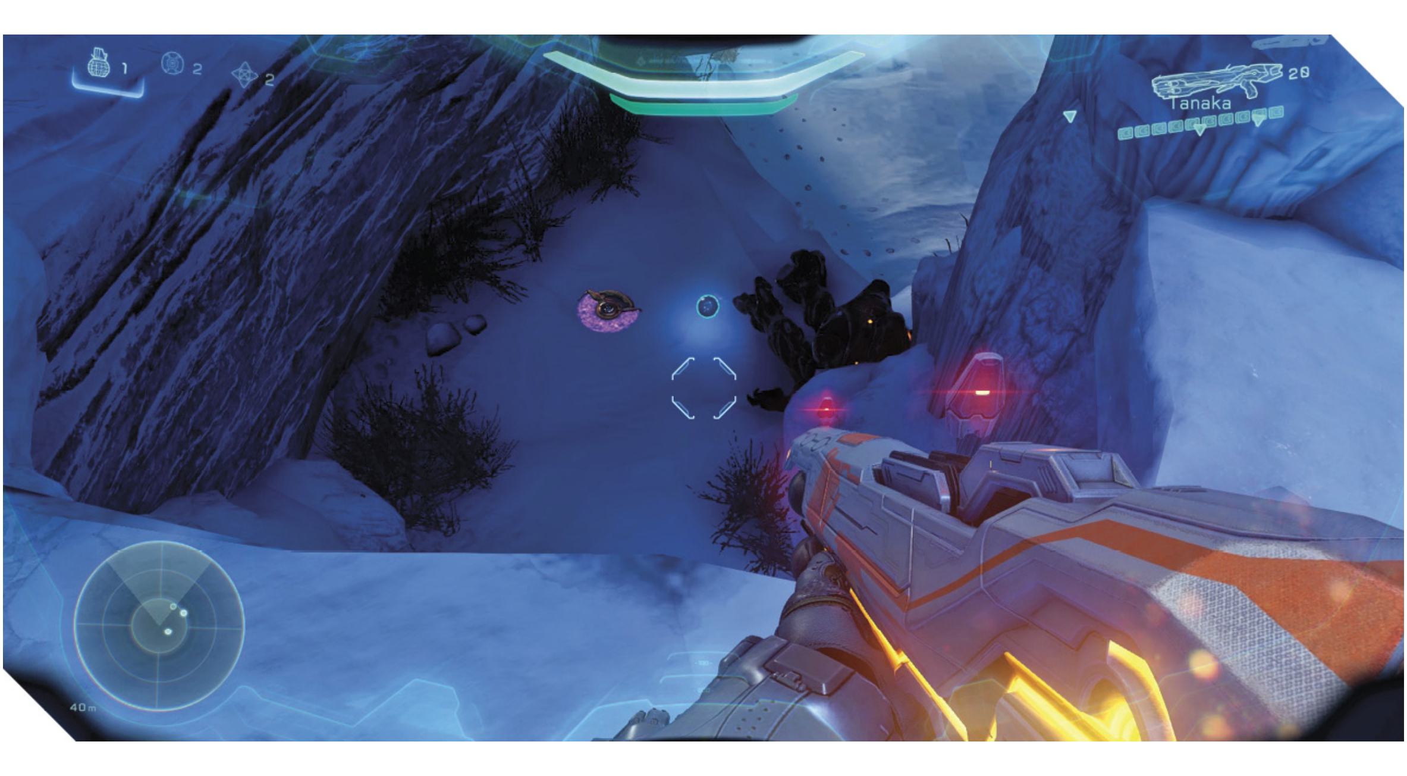
In the cave-like passage that follows, you get your first glimpse of the Covenant's mighty battle station, the Kraken **14**. Well, you get a glimpse at one of the battle station's massive legs, anyway. Whatever it's attached to must be enormous! The Covenant certainly isn't messing around.

Carefully inch out to the edge of the overlook where you glimpsed the Kraken. Look down to spy a Scattershot stashed on the very edge of the ledge. This is no ordinary Scattershot; it's Loathsome Thing, another special weapon. Grab it before moving on.

LOATHSOME THING

Stained in the ichor of uncountable foul parasites slain in a hundred thousand wretched hives, Loathsome Thing is an improved Scattershot with increased damage, a faster rate of fire, and an extended magazine.

Proceed into the ice cave that follows and look for some low ground to the right **15**. Drop down and search the lower area to discover a Plasma Grenade and another data pad next to a fallen Elite. Scan the data pad to unlock a new piece of intel.



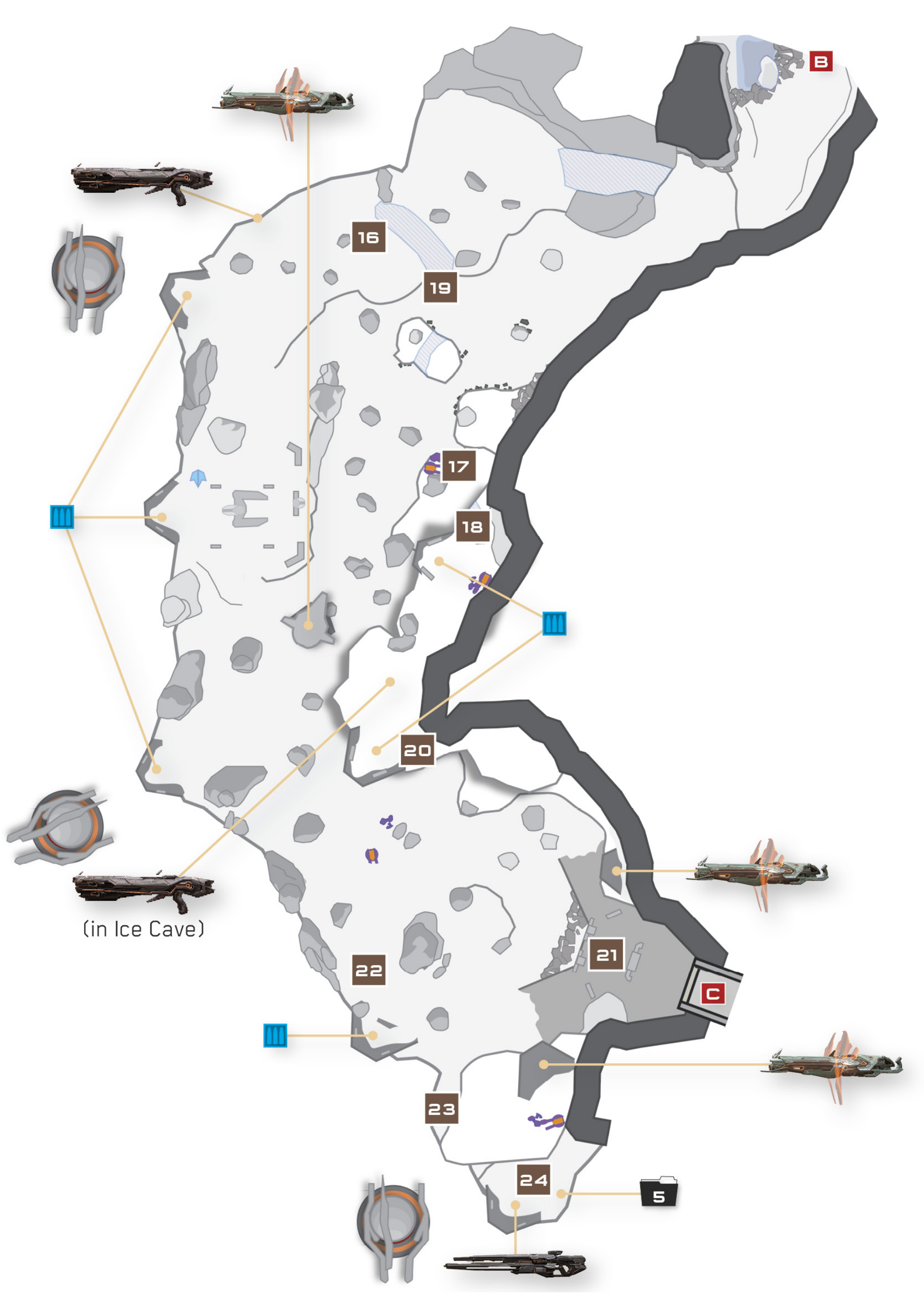
MISSION 1 INTEL ACQUIRED (4/7)

HALO 5 GUARDIANS

CAMPAIGN WALKTHROUGH

Mission 1: Osiris

Major Firefight: Kraken Battle



From one major firefight to another—such is the life of Fireteam Osiris. This next clash is even more major than the last, with huge numbers of Covenant fighters and Prometheans locked in battle across a wide, snowy hill. Picking good sniper perches makes all the difference in this long fight.

RECOMMENDED LOADOUT

A LightRifle will serve you well in this fight, for the battlefield is large, and picking off threats from afar is helpful. However, you'll also want a good backup weapon for times when those pesky Crawlers close in. You can't go wrong with a Suppressor or Scattershot as your number two, especially if that Scattershot is Loathsome Thing.

Two tunnels lead out of the cave and into the Kraken battlefield. Take the right tunnel out of the cave to reach a snowy hill **16**, where you have a great view of the action between the Covenant fighters at the base of the hill and the Prometheans poised to defend it.

RETRIEVE DR. HALSEY
Checkpoint...

Pick shots at remote foes from the snowy hill **16**, prioritizing Crawlers and Soldiers. The Covenant troops are too busy to bother with you, and will largely ignore you as long as you don't attack them. Exploit the situation and work with the Covies to push back the Prometheans. Fall back and switch to a Suppressor or Scattershot to cut down any ambushers, then turn your attention back to sniping constructs that lie farther ahead. The distant Soldier that's manning a Splinter Turret atop the central platform is a primary target.

SPLINTER TURRET

Splinter Turrets are stationary Promethean weapon systems designed to deliver deadly mortars across a battlefield. Not only are Splinter Turrets lethal, but also they never run out of ammo—a formidable combination. Seize control of a Splinter Turret and you can detach the weapon from its mount; this lets you carry it around the field as a third weapon, albeit at a loss of agility. Detached Splinter Turrets lose their infinite ammo advantage, but it usually doesn't take many shots to get the job done.

LEGENDARY STRATEGY

Eliminating hostiles from afar is vital when playing on Legendary. Use a LightRifle to thin out the enemy's ranks from range, never advancing too far or exposing yourself to needless risk. Keep to the high ground, take your time, and make every shot count.

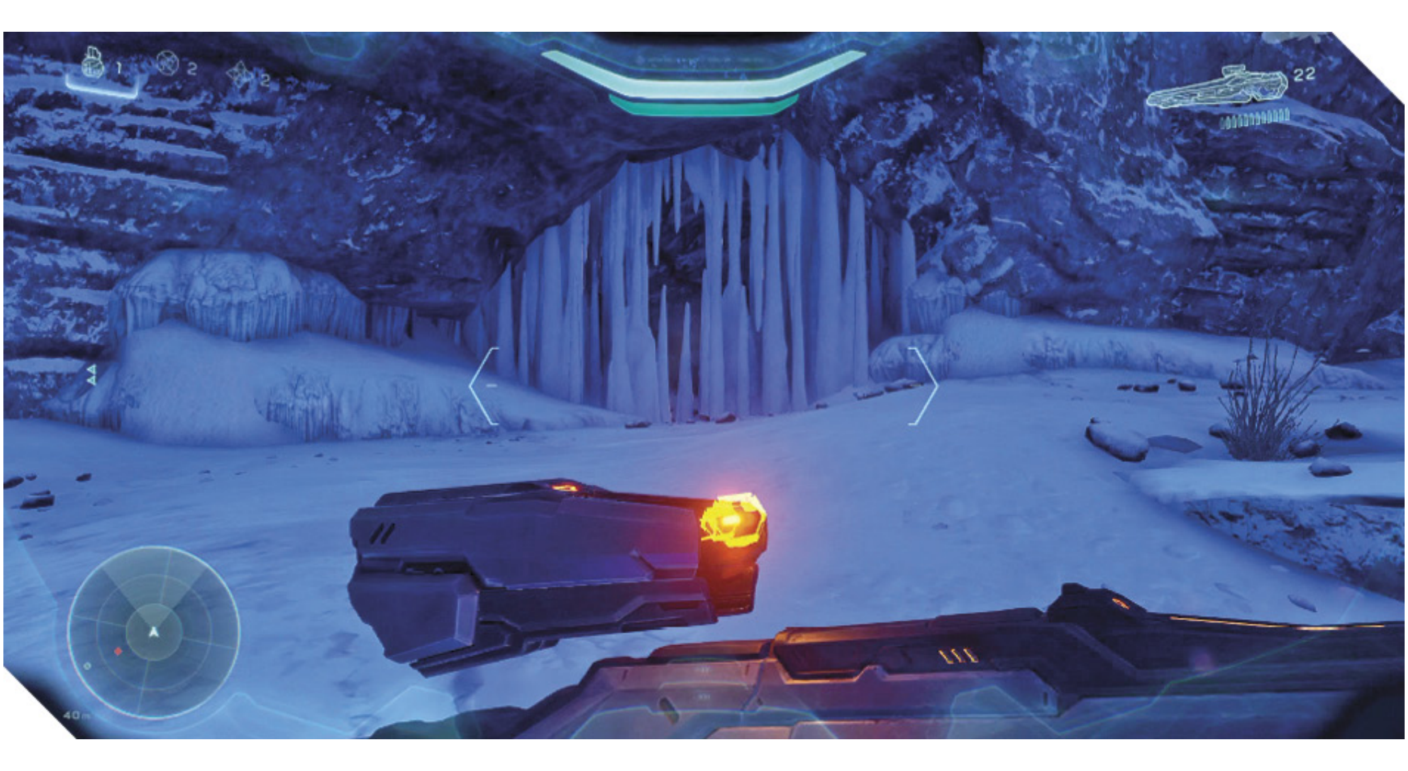
ACHIEVEMENT: ENEMY OF MY ENEMY

If you're playing on Heroic or Legendary difficulty, then you're able to complete a special Achievement during the Kraken battle. Keep your distance from the Covenant forces at the bottom of the hill and don't attack them. Provide overwatch and advance ahead of them instead, helping them wipe out Promethean Soldiers and Crawlers they're battling.

Vale
Tanaka

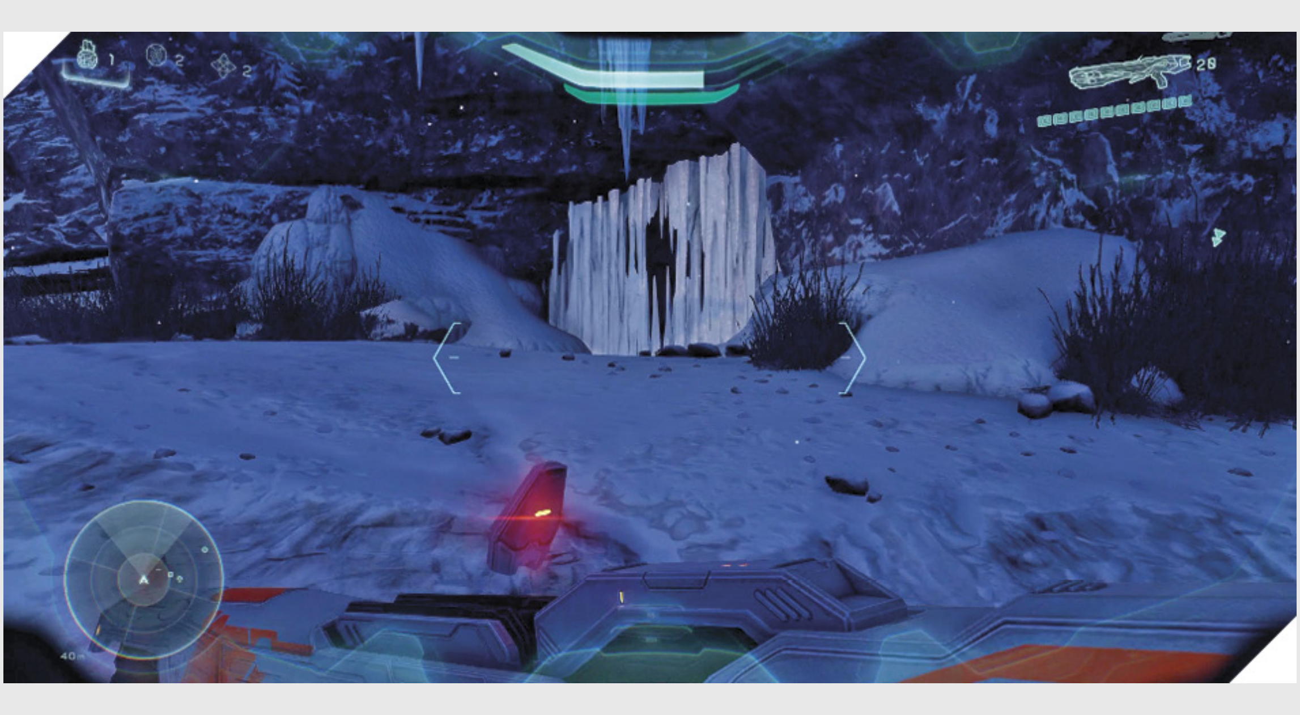
Keep fighting your way uphill, leading the charge to protect the Elite. This Achievement is easier to finish in Co-op, for the Elite rushes forward near the top of the rise, and you don't have long to neutralize the entrenched Prometheans. Instruct your teammates to spread out and secure the hilltop as quickly as possible, prioritizing those pesky Splinter Turrets. Finish the battle without losing the Elite to complete the Achievement! If the Elite happens to die, restart from the last checkpoint and try again.

When suitable targets become scarce, advance along the main trail and look for a suspicious wall of ice on the left **17**. Perform a Spartan Charge here to smash through the ice, then clamber up the ledges beyond to reach an excellent sniper's perch **18**.



ALTERNATE APPROACH

If you prefer to keep your feet on the ground, avoid the high ledge and smash through an ice wall over on the right instead **19**. This leads to a side trail that runs along the area's right edge, letting you or your Co-op teammates flank the Prometheans. As a bonus, the side trail also features a Forerunner weapon rack that's stocked with a Scattershot.



Continue to pick off foes from the perch, grabbing more LightRifle ammo from the nearby weapon rack. Lob grenades down at the enemies clustered below, then pick off the stragglers. Don't advance too far along the ledge or you'll expose yourself to fire from the enemies around the bend.

After neutralizing all nearby threats, restock your ammo and then advance to the ledge's far end **20**. From here, you can pick off several more Prometheans that stand between you and the next Forerunner facility **21**. Crouch, and you'll be able to snipe a Soldier that mans a distant Splinter Turret near the facility. Try to dispatch this troublesome Soldier and/or disable its deadly Splinter Turret from here.

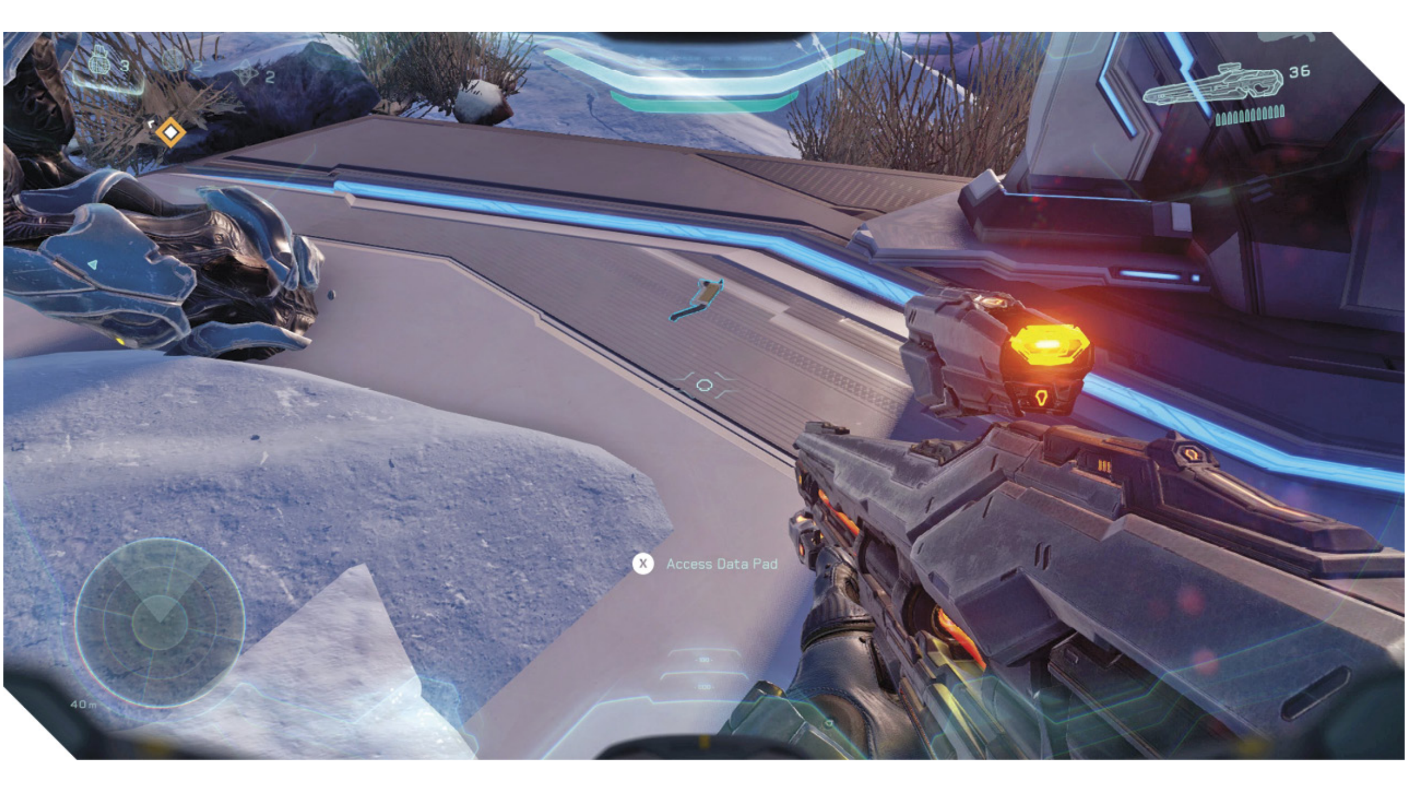
When no further targets present themselves, drop from the ledge. If you like, smash through the ice wall below to discover a Scattershot. Sprint to the main path's right side **22** afterward as you advance on the Forerunner facility. You've taken out the Splinter Turret on the right, but there's still one on the left, and several more Soldiers guard the structure's front door **21**. Keep to the right as you advance, using rocks as cover as you move to flank the front door.

Stay to the right and move to the very edge of the area, where you'll be able to jump up and grab onto a low ledge **23**. Climb up to find yourself near a weapon rack stocked with a powerful Binary Rifle **24**. Ignore the Binary Rifle for the moment and jump to higher ground. Use your LightRifle to pick off the Soldier manning the remaining Splinter Turret, then toss grenades at the Soldiers near the facility's door, finishing them off with a Scattershot or Suppressor.

BINARY RIFLE

The Prometheans' ultimate long-range precision weapon, the Binary Rifle packs a tremendous punch across long distances. Comparable to the UNSC's Sniper Rifle, the Binary Rifle's powerful scope features a double-zoom function, letting you sight targets and score lethal headshots across incredible distances. Only two rounds can be loaded into a Binary Rifle at a time, so the weapon needs to be reloaded often. Ammo is always scarce, so make every shot count!

After securing the area, return to the side ledge with the Binary Rifle **24**. Trade your LightRifle for the Binary Rifle, then inspect the nearby ground to find a UNSC data pad. This one looks different than the others you've found because it isn't one of the Covenant's; it belonged to Dr. Halsey, the focus of your mission. Scan the data pad to unlock some new intel, then enter the nearby facility to advance to the mission's final battle.



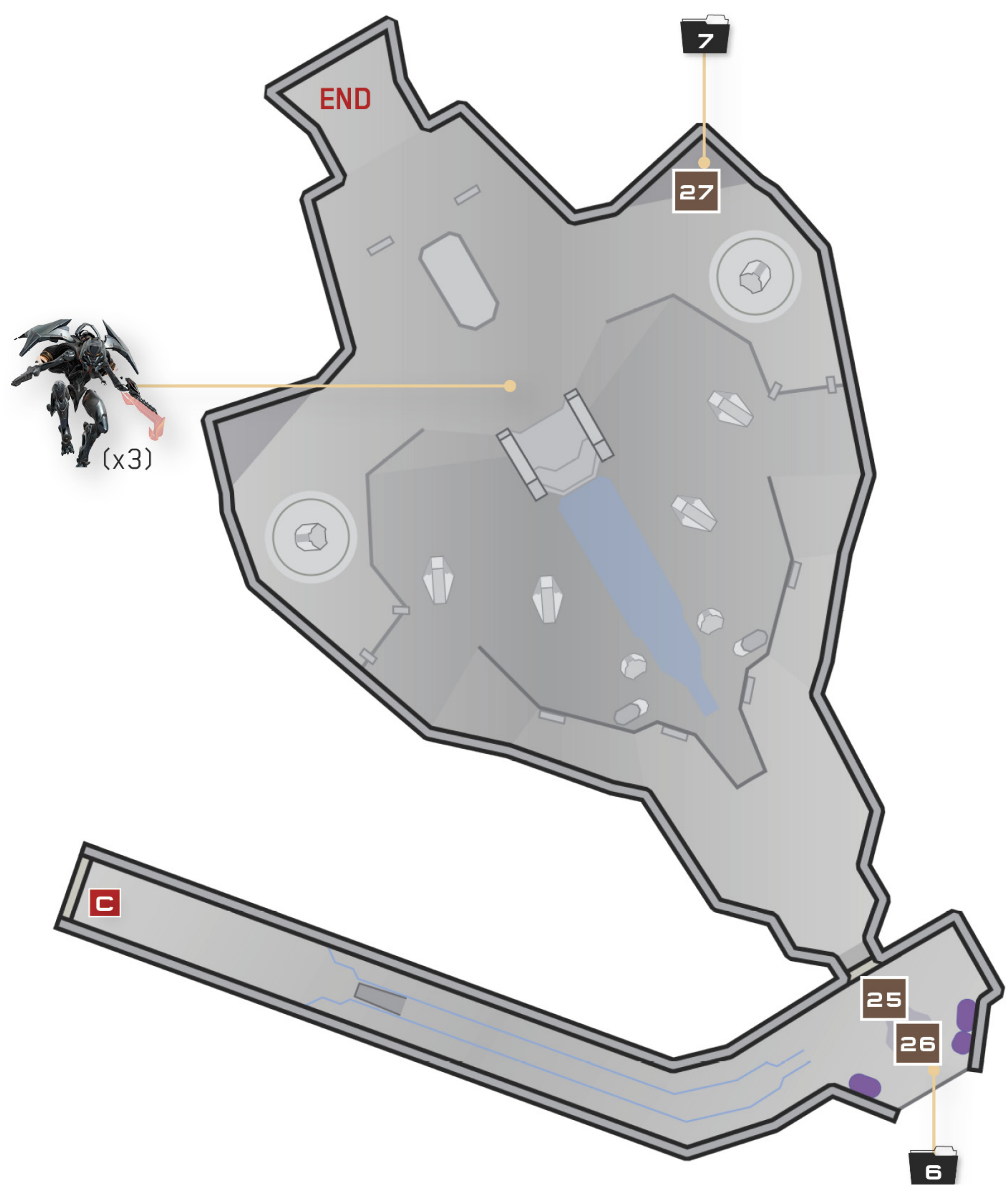
TRACKING COLLECTIBLES

Can't find the data pad? Artemis can help! Press the Tracking button to fire up Artemis and scan the vicinity for objects of interest. Data pads like this one will be surrounded by a sphere for a brief time, highlighting their location.

MISSION 1 INTEL ACQUIRED (5/7)

Mission 1: Osiris

Major Firefight: Knight Encounter



The last of the Promethean forces make their stand in this Forerunner facility, where Dr. Halsey is believed to be located. Opposition will be stiff, for the Prometheans will stop at nothing to prevent Dr. Halsey from unlocking the secrets of Forerunner technology. Lethal Promethean warriors known as Knights await you here. Be prepared for anything, Spartan.

RECOMMENDED LOADOUT

Grab the Binary Rifle that you found on the ledge outside this facility **24**—it will help you pick off the dangerous Knights. A Suppressor or Scattershot makes for an excellent backup weapon, for the Binary Rifle's low ammo won't last long. If you really want to make a statement, grab one of the Splinter Turrets from outside and carry it into the facility in preparation for war.

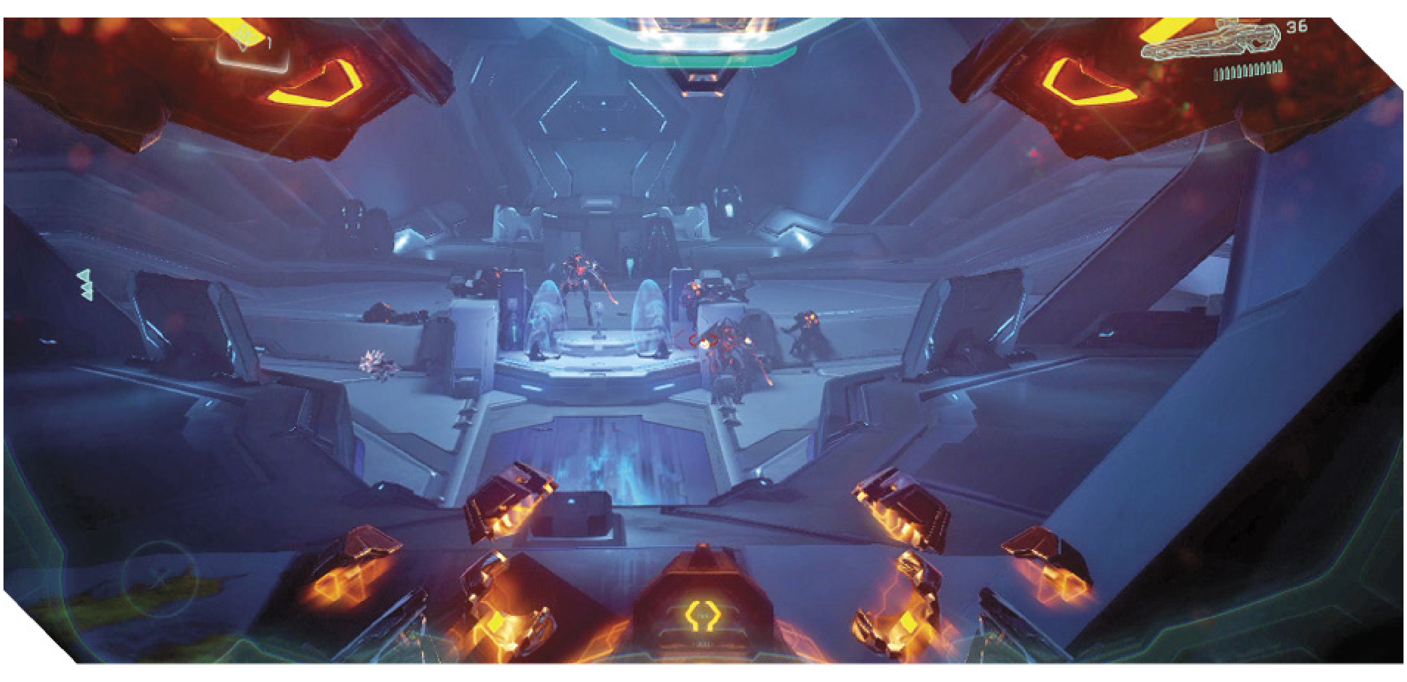
Proceed down the hall until you come to a door **25**. The door opens partway as you approach, giving you a front-row seat to a hulking Promethean Knight's destruction of Covenant troops. Conserve your ammo, for you cannot harm the Knight until the door fully opens. The moment it does, unleash your Suppressor or Scattershot on the Knight's exposed back to wipe it out in short order.

Checkpoint... done

KNIGHT

The Promethean army's most formidable warriors, Knights tower above all others on the battlefield, instilling terror in enemy ranks. Think of Knights as Soldiers on steroids: they're stronger and tougher, and they can suddenly bound into close range to deliver devastating blows or lethal blasts from their Scattershots. Knights are protected by thick plates of armor, which can be dismantled just like that of a Soldier. For the fastest takedowns, use grenades or explosive weaponry, or target the glowing cores near the Knight's arms. Destroy these cores to expose the Knight's vulnerable back, or keep landing headshots to uncover its susceptible head. Once it's exposed, target a Knight's head or back to quickly defeat it.

Remain in the doorway as you unleash your most powerful weaponry against the Knights in the room beyond. Use the Binary Rifle to take shots at their side cores, or try to blast off their helmets and expose their vulnerable heads. When you run out of ammo, trade your Binary Rifle for a LightRifle (there are several just outside the door and more around the room) and keep shooting the Knights' heads and cores. Switch to a Suppressor or Scattershot and mow down any Crawlers that draw near while you're sniping the Knights, and don't hesitate to fall back through the door for more ammo or to recharge your shields.



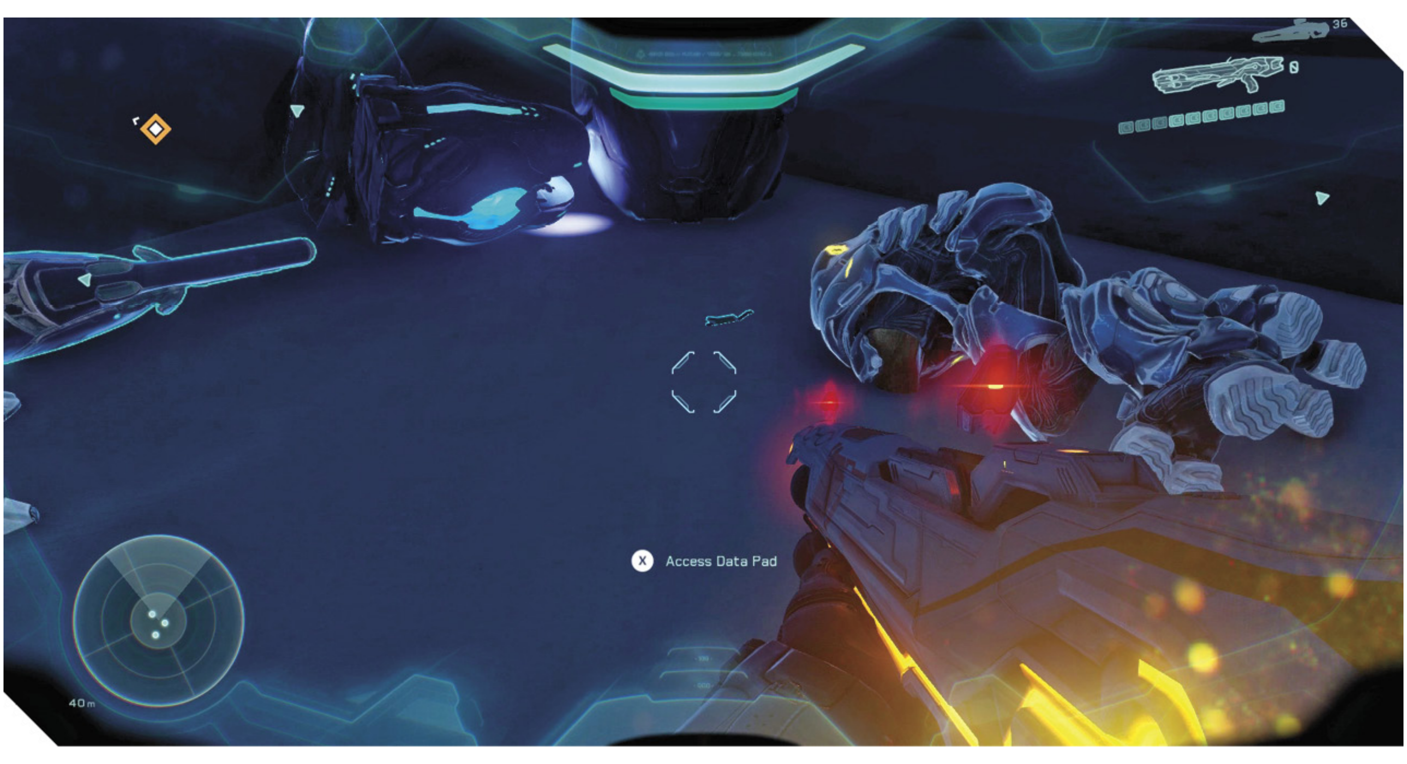
LEGENDARY STRATEGY

Knights are no joke, especially when playing on Legendary. Bringing a Splinter Turret into the room with you may seem like overkill, but it certainly evens the odds—just hang back and let it rip. Make use of the Binary Rifle as well, and don't hesitate to fall back through the door to recover your shields as often as needed. It's a tough fight, but you have every advantage going into it!

After thinning out the enemies in the room, or whenever you get a chance, back out of the room and use Artemis to locate a UNSC data pad in the outer hall near the window **26**. Scan the pad for more Mission Intel. Only one more to go!

MISSION 1 INTEL ACQUIRED (6/7)

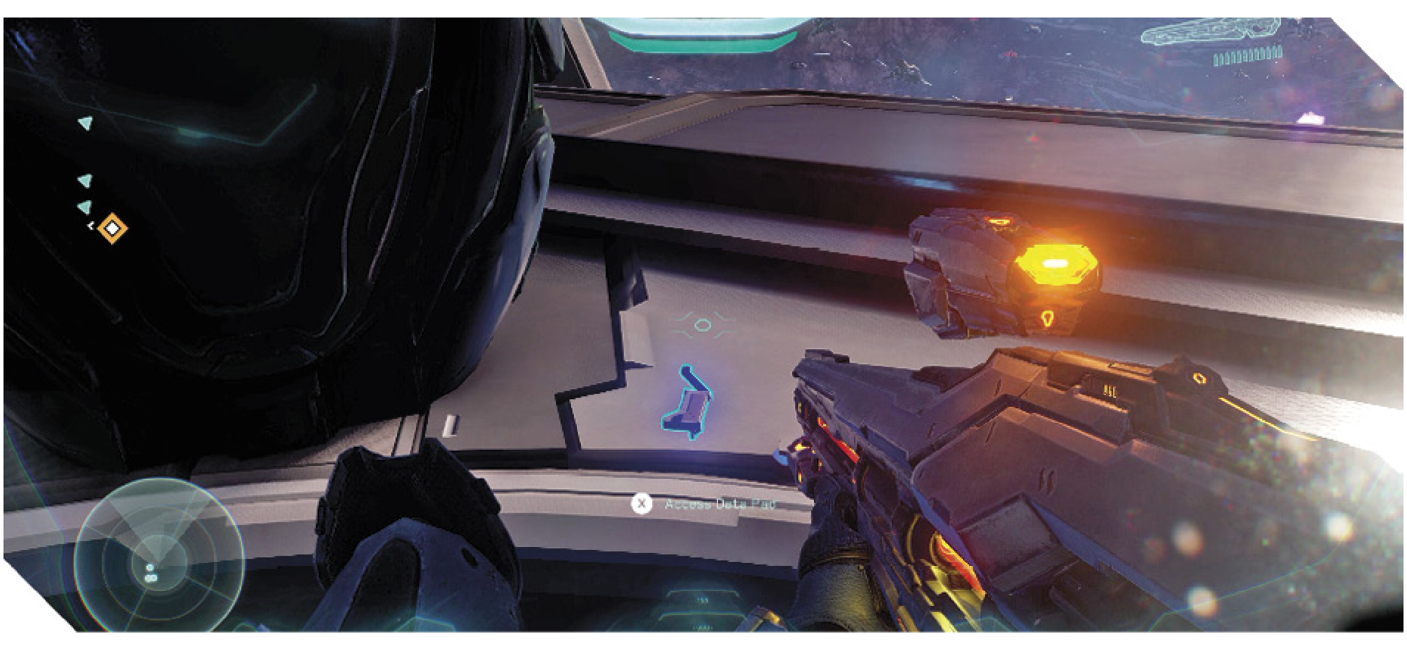
Return to the room and secure it, then search the far-right corner **27** to discover a Plasma Cannon and a UNSC data pad. Use Artemis to pinpoint the pad if need be, then scan it to obtain the mission's final piece of Mission Intel. When you're ready to complete the mission, approach the room's far door to at last reach Dr. Halsey.



PLASMA CANNON TURRET

Deployed by the Covenant as stationary turrets, Plasma Cannons are powerful weapons that never run out of ammo, so long as they're affixed to their turret mount. When detached from its mount, a Plasma Cannon loses its infinite ammo advantage, but its wielder gains the ability to carry the Plasma Cannon around as a third weapon, just like a Splinter Turret. Agility is reduced while carrying a Plasma Cannon, but the weapon's vast firepower is usually a welcome advantage.

MISSION 1 INTEL ACQUIRED (7/7)



Mission 2: Blue Team

Mission Briefing

“Signs of hostile activity, but she’s still here.”

While Spartan Locke and the rest of Fireteam Osiris are conducting business on the frigid cliffs of Kamchatka, the Master Chief and Blue Team are on a separate mission set in the deep reaches of space. A remote ONI research station called Argent Moon has gone dark, and Blue Team has been deployed to investigate. This sort of mission wouldn’t normally be a priority for Blue Team, but the Master Chief has been pushing himself hard of late—perhaps in an effort to distract himself from the loss of his longtime AI companion, Cortana.

ONI research station Argent Moon went dark 19 months ago. Recently, a band of scavengers discovered the station and sold their find to the late Jul ’Mdama. Whatever secrets lie hidden in the secluded station can’t be allowed to fall into Covenant hands. Blue Team’s mission is to investigate Argent Moon, eliminate all hostiles within, and reclaim the station for ONI.

Enemies Encountered

ELITE

GRUNT

HUNTER

JACKAL

Vehicles Encountered

BANSHEE

PHANTOM

SPIRIT

Special Weapons Acquired

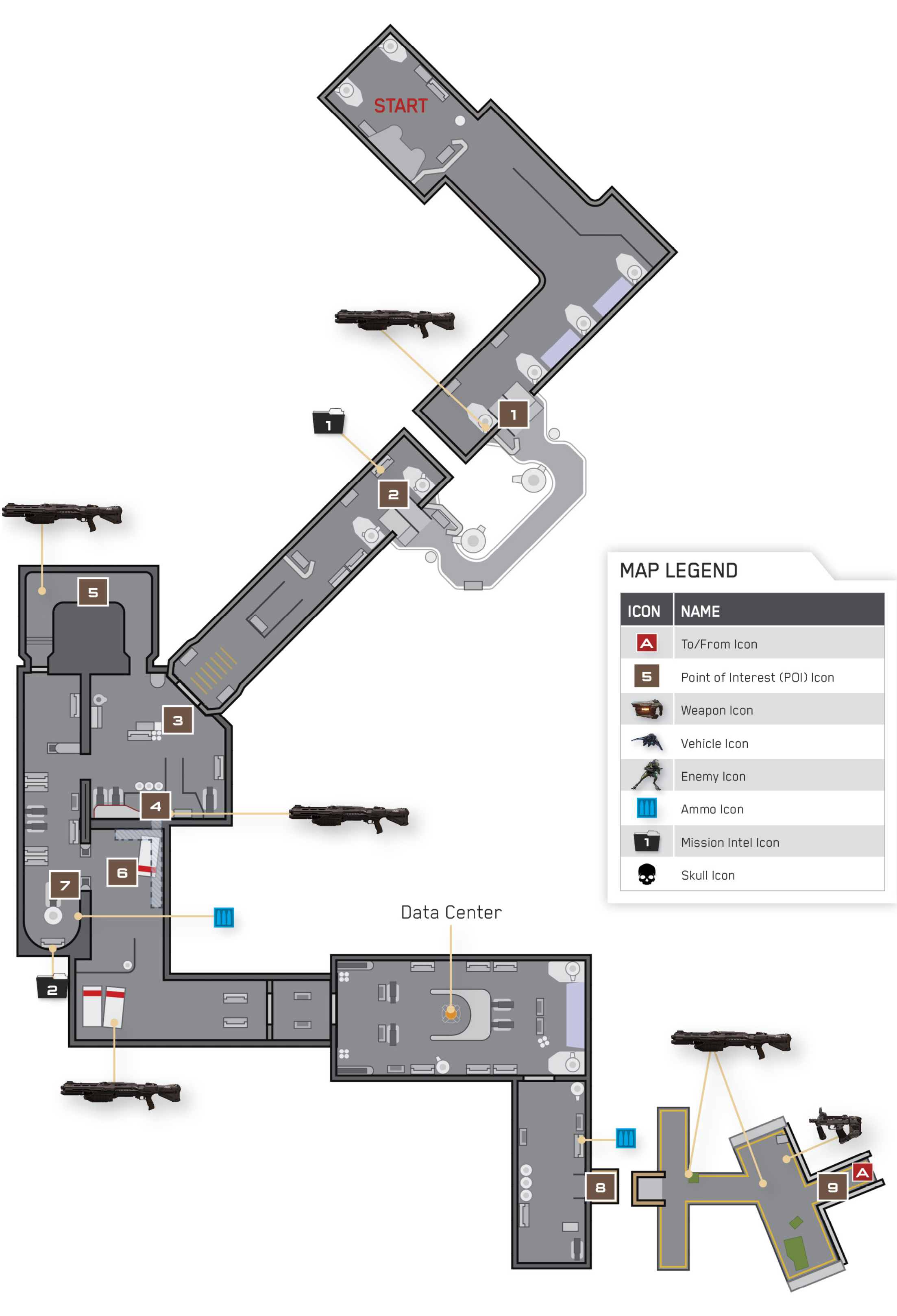
BLAZE OF GLORY

HALO 5 GUARDIANS

CAMPAIGN WALKTHROUGH

Mission 2: Blue Team

Blue Team



MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
	Skull Icon

OBJECTIVE: DOWNLOAD STATION INTEL

Argent Moon is in an awful state; it's clear that the station has fallen under Covenant attack. You'll have to restore its critical systems, but first you need to download the station's intel to discover exactly what's wrong.

Advance until you come to a well-lit slope 1. Before descending the slope, check the nearby supply crate to discover a Shotgun. Trade your Assault Rifle or Magnum for this powerful close-range firearm.

ASSAULT RIFLE

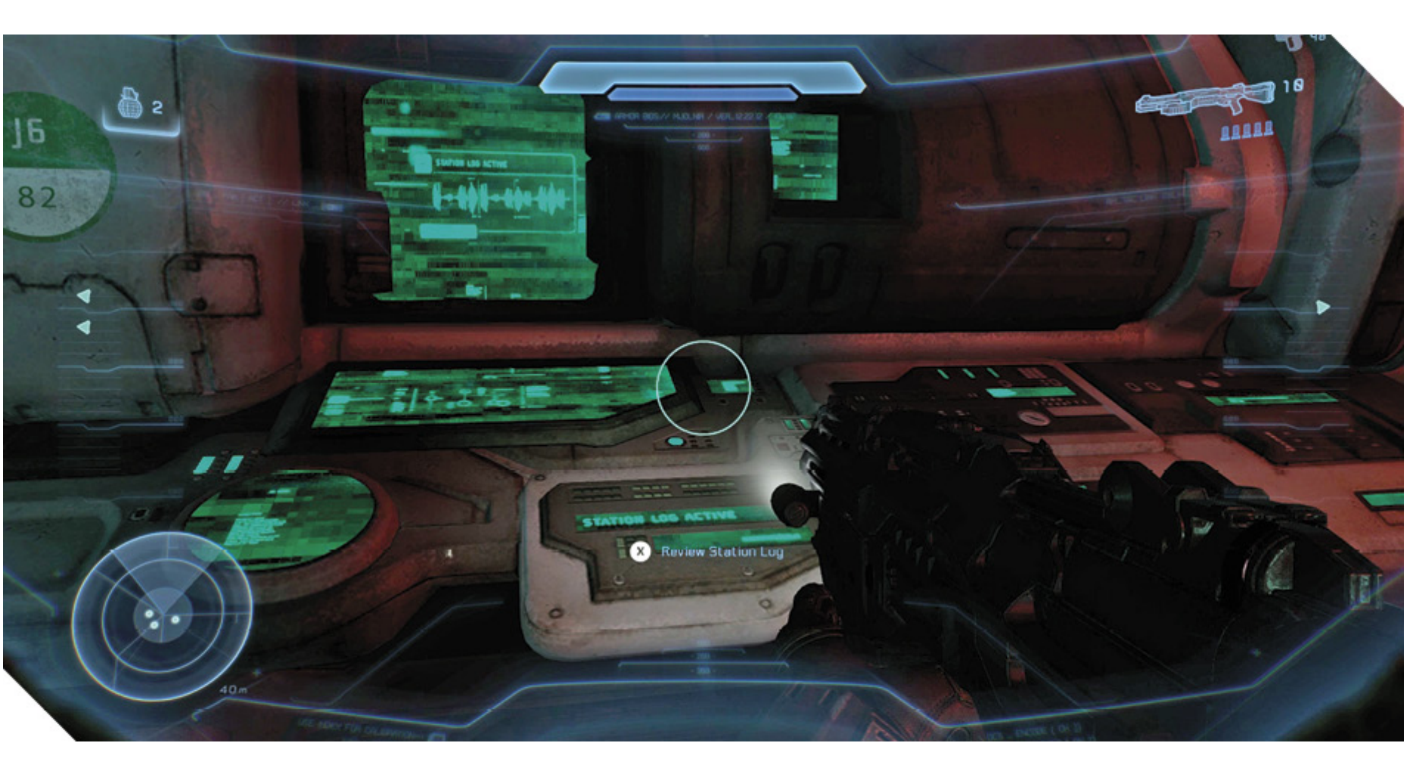
Master Chief's standard-issue Assault Rifle is a powerful fully automatic weapon. Designed for inflicting rapid damage to light armor or flesh at close or medium range, the Assault Rifle's effectiveness drops off when wielded against heavily armored or shielded foes. Its low magazine capacity also compels a high reload frequency. There are better weapons to choose from, but the Assault Rifle hasn't let Chief down yet.

SHOTGUN

Shotguns are powerful close-range firearms designed to devastate unshielded targets at close range. The weapon is incredibly powerful, but it forces the user to enter close quarters in order to wield it effectively. Rather than relying on the Shotgun offensively, use it as a defensive backup when faced with enemies that like to swarm in.

Descend the slope and take in a view of the impressive stealth vessel that ONI had been constructing here at Argent Moon. Perhaps this vessel was the reason for the attack on the station. Its advanced technology can't be allowed to fall into enemy hands.

Proceed up the next ramp and inspect the computer station at the top 2. Its lights are blue, indicating that it is functional, and its display reads "Station Log Active." Hold the Action button to download the station log and unlock some Mission Intel.



MISSION 2 INTEL ACQUIRED (1/8)

▶ TOUGH TO TRACK

Master Chief's suit doesn't have the advantage of Locke's Artemis system, so he can't use Artemis to pinpoint items that provide intel. Instead, pressing the Tracking button only highlights the current objective. Chief's suit isn't without its advantages, however: Its shields are stronger and recharge faster than Locke's.

Keep going until you come to a room with two inattentive Grunts 3. Silently assassinate each Grunt by moving behind them and pressing the Melee button. Jump and climb onto the lip above one of the Grunts to discover a Shotgun and a high crawlspace 4 that provides a stealthy means of entering the following hallway.

ACHIEVEMENT: ON MYMARK

During Co-op play, send two Spartans into the high crawlspace above one of the Grunts **4**. The crawlspace features two separate exits; coordinate with your teammate and drop from both exits simultaneously to land behitnd two different Elites. Quickly assassinate both Elites at the same time to complete an Achievement! You can earn this Achievement by simultaneously assassinating any two Elites during the mission, but this is a quick and easy way to do it.

You could use the crawlspace to get the drop on the Covenant, but it's risky, especially on higher difficulties. Instead, drop from the lip after grabbing the Shotgun and enter the tunnel with the red lights across the room 5. Dispatch another unwary Grunt in the tunnel, then optionally order a teammate to collect the Shotgun on the floor before advancing.

Grunts and Jackals guard the next stretch. On easier difficulties, you can breeze through this area with Shotguns and Assault Rifles ablaze. On harder difficulties, it pays to pick off as many threats as possible with the Magnum from range.

A few Elites lurk farther ahead 6. Trade your Shotgun for a Plasma Pistol dropped by a Grunt or Jackal and use its fully charged EMP blast to instantly break one of the Elite's shields. Quickly switch to the Magnum and kill the Elite with a headshot, then repeat with the other Elite. You can find more Plasma Pistols around the floor, and there are more Magnums in a nearby weapon rack 7, along with Assault Rifles and Frag Grenades. Inspect the blue-lit computer near the weapon rack to uncover some new intel.

'NADE 'EM

Toss a grenade at the shield-toting Jackals to get them to break their defensive posture.

MISSION 2 INTEL ACQUIRED (2/8)

ALTERNATE APPROACH

If the Magnum and Plasma Pistol combo isn't your favorite, you can wipe out the enemies in this area with a Shotgun and Assault Rifle instead. You'll have to get a little closer, however, exposing yourself to risk. Try to practice with smaller, more versatile arms, and discover their many advantages.

Advance to the data center after dropping the last of the Covenant forces. Activate the central display to download the Argent Moon's intel and discover a route to central control. Get there, and you should be able to bring the station back online. That's your next objective, Spartan.

OBJECTIVE: REACH CENTRAL CONTROL

Proceed until you reach an elevator 8. Raid the nearby weapon rack for Magnums, Assault Rifles, and Frag Grenades, then board the elevator and hit the button on the wall to descend.

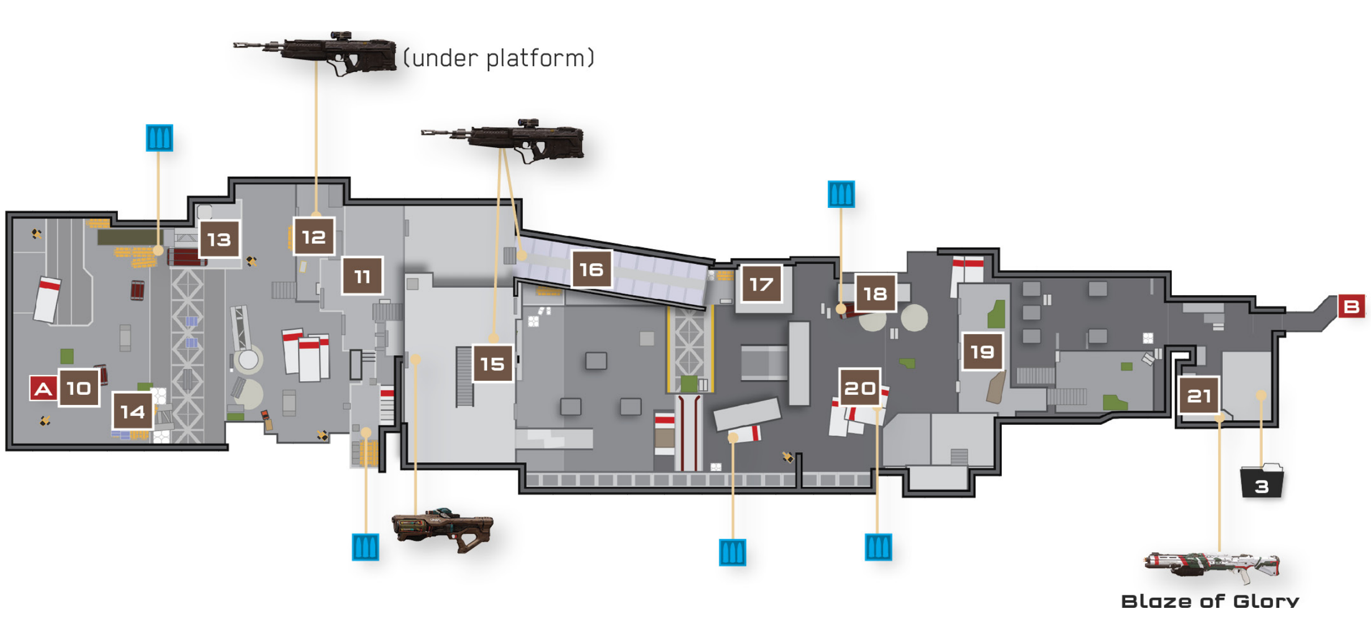
The elevator delivers you to a lower area. A shuttered door blocks your progress 9; you'll have to perform a Spartan Charge to smash through. Before doing so, search the vicinity to find Shotguns and an SMG. These are great weapons to grab if you prefer a more direct, run-and-gun approach, but the Magnum and Plasma Pistol combo remains an effective loadout as well. When you're ready, Spartan Charge through the shutter to smash into a spacious assembly bay.

SMG

SMGs (Submachine Guns) are compact, full-auto handguns designed to unload bullets at a blistering frequency. Favoring rate of fire over accuracy, SMG magazines don't last long, but they often don't need to; SMGs will cut down most foes in short order. Resist the urge to unload the weapon haphazardly, however; fire SMGs in short, controlled bursts to conserve ammo and increase accuracy.

Mission 2: Blue Team

Major Firefight: Assembly Bay



The Covenant seems very interested in the stealth vessel that ONI had been constructing here at Argent Moon. A large Covenant presence dominates the assembly bay, where the vessel was being built before the station was stormed. First, you face an uphill battle against a variety of Covenant forces; then you get to turn the tides in your favor and take the high ground for yourself.

RECOMMENDED LOADOUT

The SMG you recently found will help you mow down the first few foes, while a ranged weapon such as a Magnum is useful against the more distant threats. When your SMG's ammo runs low, swap it for a shield-shattering Plasma Pistol or Storm Rifle that will help you break the Elites' shields. The DMR that lies beneath the platform is a must-grab once you get there.

Smashing through the shutter lands you at one end of a long, heavily guarded assembly bay **10**. The racket immediately alerts the Covenant to your presence, and battle erupts. Take cover and use your newfound SMG to wipe out the initial group of Grunts and Jackals that open fire. Work your way forward, heading for the far platform **11**.

Storming the platform is the tricky part. Pick off as many Grunts and Jackals as possible with Magnum headshots from afar. The Elites are more difficult, for they often take cover after their shields have been broken. Grab the DMR that lies beneath the platform **12** and put its powerful scope and devastating damage to use against the Elites.

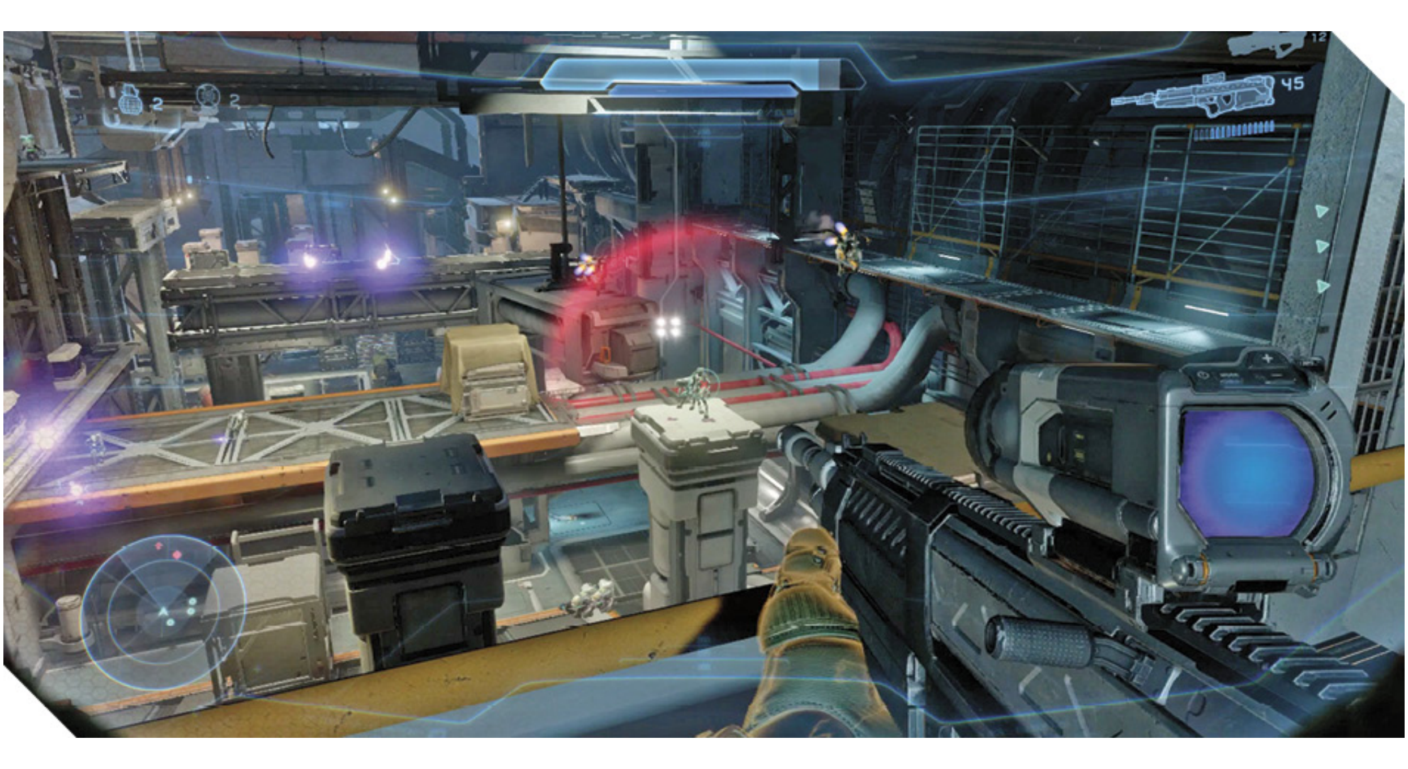
DMT

The DMR (Designated Marksman Rifle) is a powerful semi-auto rifle. It's designed to excel in mid- to long-range firefights, and few weapons can match the DMR's pinpoint accuracy and lethal firepower. The weapon's scope allows for improved accuracy over longer distances, but it's not quite as powerful as the Sniper Rifle's scope. In fact, that's a good way to think of the DMR: a less-powerful Sniper Rifle with a much larger magazine that can be fired more rapidly.

To get a perfect angle on the platform, backtrack after grabbing the DMR and climb some blue, covered crates to reach a higher vantage **13**. Up here, you can blast the Elites without exposing yourself to much risk. Crouch and take cover behind the low walls to recharge your shields as needed.

You can also climb the yellow crates on the bay's opposite side **14** for another good angle on the platform. The DMR is strong enough to break shields quickly, and you'll soon be finding lots more DMR ammo, so don't spare any. Pick off as many Elites as possible from these vantages before scaling the platform to mop up the stragglers.

With the platform secured, advance and trade your secondary weapon (not your DMR) for the Hydra Launcher that greets you near the top. Ascend the nearby stairs to reach the platform's highest level, where you discover two more DMRs on the ground near the far railing **15**. Their placement couldn't be better, for you have a clear view of the rest of the bay from up here. Take the opportunity to eliminate the many Grunts and Jackals ahead.



HYDRA LAUNCHER

The UNSC's newest toy, the Hydra Launcher is a compact missile launcher capable of unleashing volleys of up to six explosive missiles at threats near or far. (Far being preferable, given the weapon's explosive ordnance!) Sight enemies with Smart-Link to establish targeting locks with the Hydra, then pull the trigger to send one or more of its missiles zipping toward your prey (hold the trigger to fire missiles in a volley). The Hydra's missiles don't pack the same huge punch as the Rocket Launcher's, but a full volley will decimate most targets. Unlike loading the Rocket Launcher, each missile must be loaded into the Hydra individually, increasing its reload times.

When no further targets present themselves, restock your DMR ammo and then return to the level below. Enter a brightly lit tunnel **16** to find another DMR, which you might want to give to a teammate. Sprint through the tunnel and jump from its end to reach a high platform **17**, which may or may not be guarded by Grunts (depending on whether or not you've already killed them).

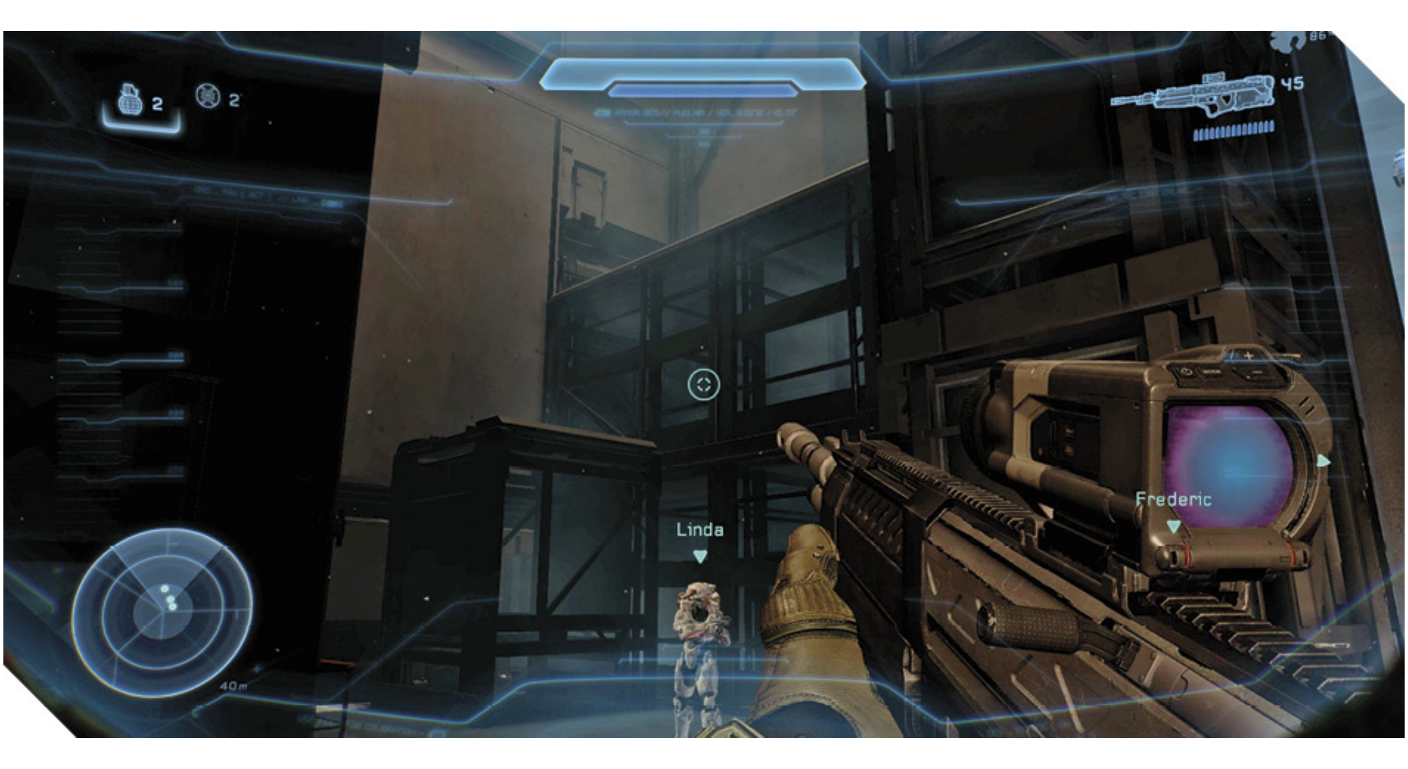
From the height of the platform, you can easily rain down more death on the Grunts and Jackals below. Wipe them out with the DMR and Hydra, then run and jump to the next platform ahead **18**. Eliminate all possible threats, then sprint, run, and jump to the final platform **19**, which is significantly larger and lower than the ones you've just been exploiting.

LEGENDARY STRATEGY

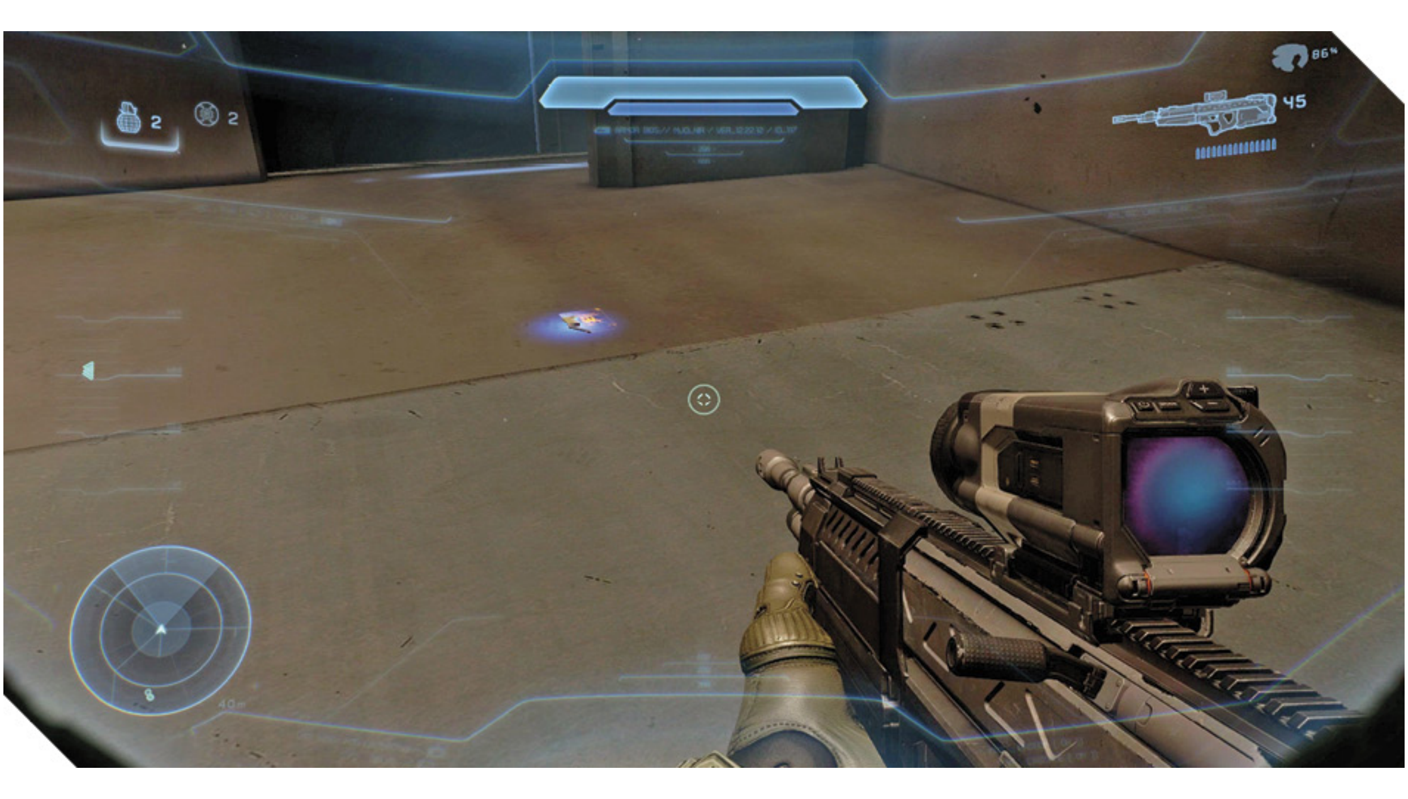
Many more enemies populate the assembly bay's second half on Legendary difficulty, and they're far more aggressive. They'll boost up to the high ledges and attempt to overwhelm you with their numbers. Be prepared to melee Grunt and Jackal ambushers as you fire down from on high.

Unleash the Hydra from the final platform to wipe out the remaining shield Jackals and Elite, which are difficult to sight from the previous, higher platforms. Secure the area, then make a run around the bay's ground floor and restock your ammo. You can find more DMRs in a large cargo container **20**, and there's plenty of other weaponry littered around as well.

Advance toward your objective after grabbing some ammo, but pause when you reach a doorway that's marked "Central Control." Your objective lies beyond the doorway, but don't go through it just yet. Instead, turn around and look for a tall shelf on your left **21**. Jump and climb onto the shelf, then climb onto the next shelf above.

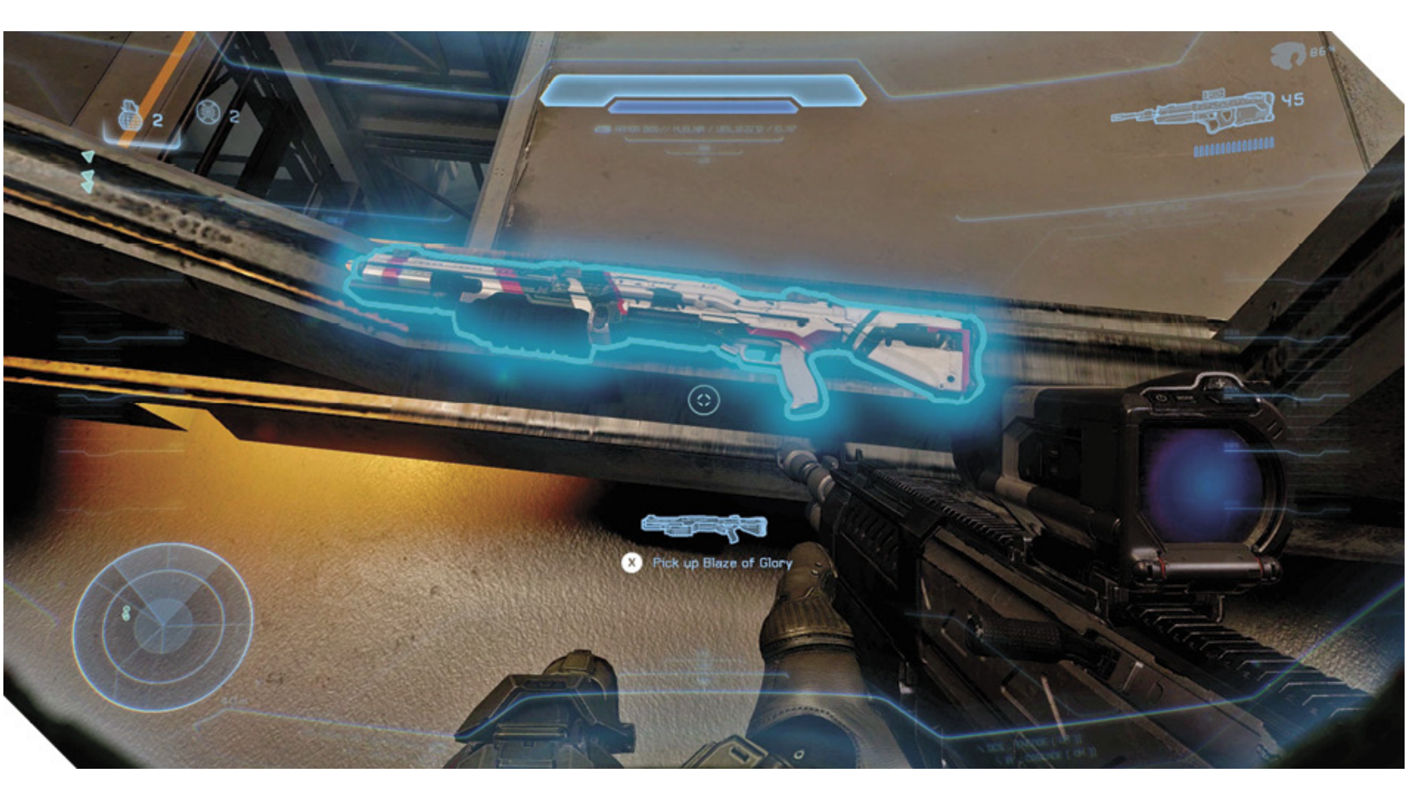


Turn around after reaching the second shelf and leap to the wider shelf behind you. It isn't easy to see at first, but there's a UNSC data pad atop this wide shelf. Find it and scan it to unlock new intel.

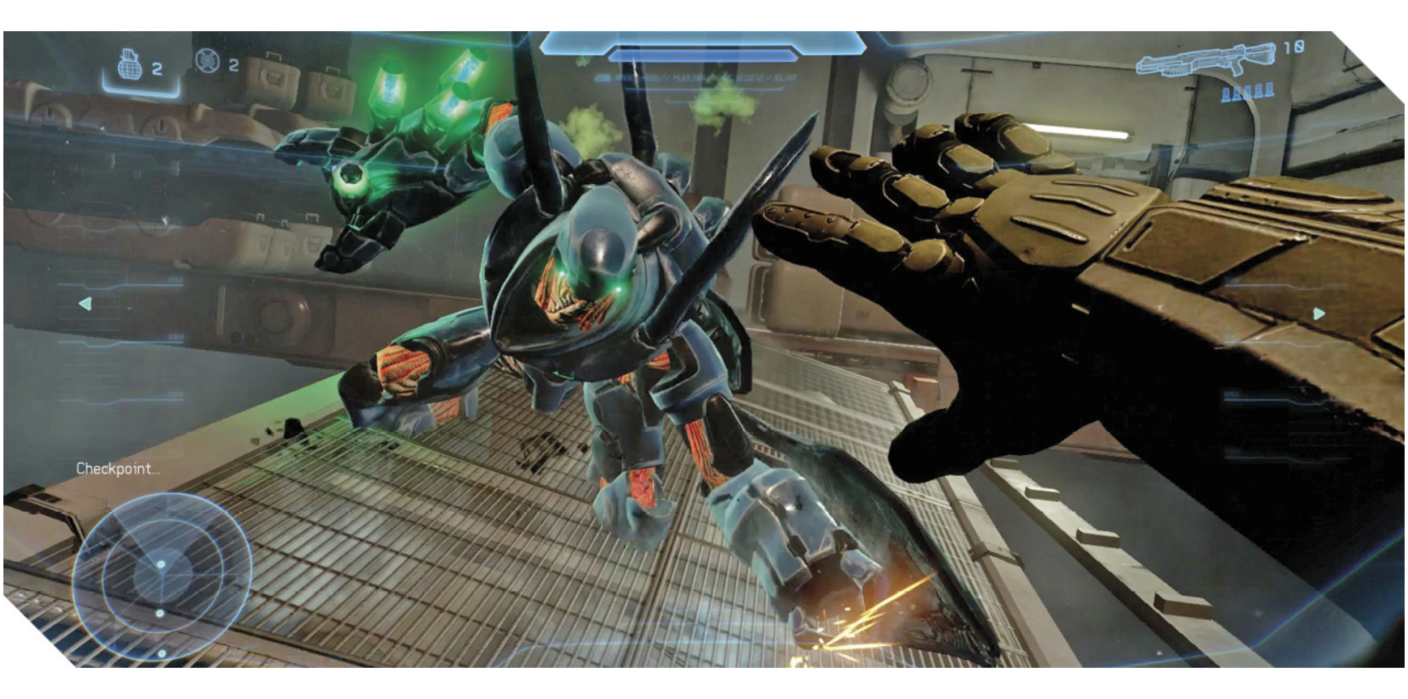


MISSION 2 INTEL ACQUIRED (3/8)

But wait, there's more! After scanning the data pad, climb onto the nearby ledge to discover a special Shotgun called Blaze of Glory. Custom weapons like this aren't easy to come by, probably because they're awesomely powerful. Swap your Hydra Launcher for Blaze of Glory before dropping down and moving on to central control.



You don't get far before a hulking Hunter suddenly appears. The monster smashes the footbridge that you're crossing, sending you tumbling to a new area. Looks like you'll have to find another route to central control.

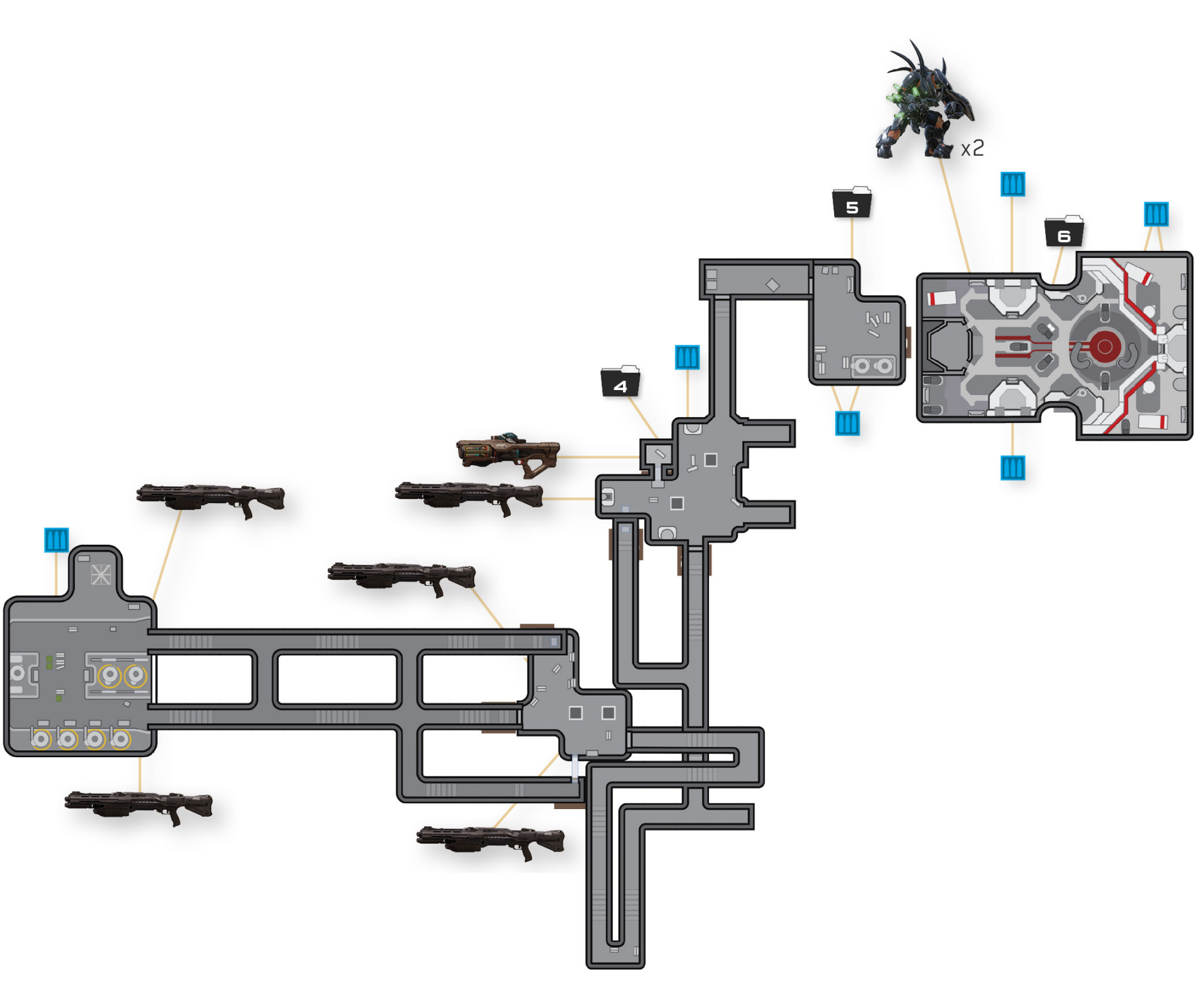


BLAZE OF GLORY

Advanced technology married to brutal simplicity. The Blaze of Glory is an advanced Shotgun with a Forerunner mechanism to fire fast-moving hardlight projectiles with extra range and anti-vehicle effect. Reloads with a single shell.

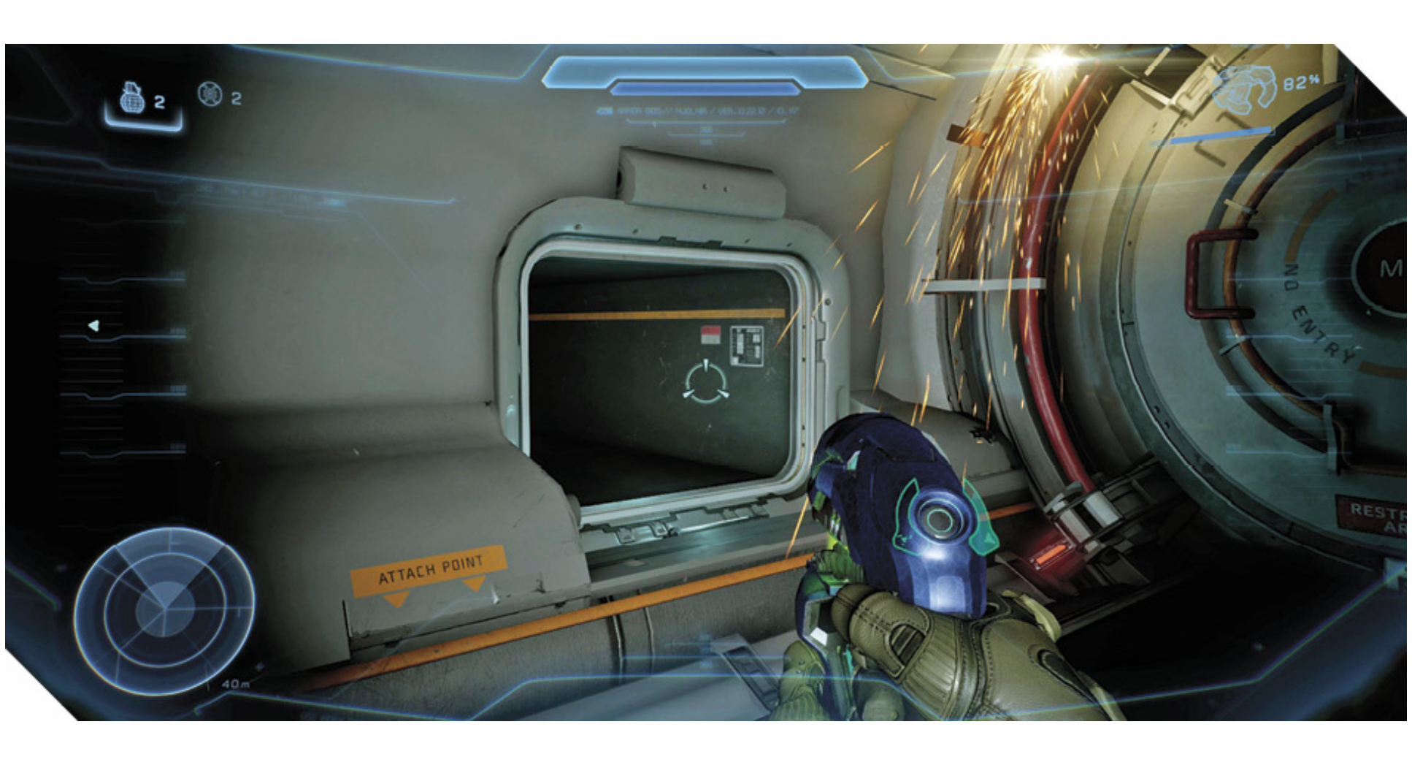
Mission 2: Blue Team

That Fair and Warlike Form



The fall may have shaken up Master Chief a bit, for he suddenly has visions of his longtime AI companion, Cortana. She mentions the planet Meridian, and says that the Chief has only three days before the Reclamation begins. It's all very disturbing, considering that Cortana sacrificed herself to save the Chief and destroy the Didact's flagship above Earth. Shaking off the visions, Master Chief orders Blue Team to advance through Argent Moon's dark access tunnels en route to central control.

There are two entrances to the access tunnels: one on the left and one on the right. Both lead to the same network of dark tunnels. Keep to the right and dispatch a few Grunts on your way to **22**, where you discover a crawlspace that leads to the next room. You could also enter the room from its main door **23** or from a ceiling hatch over on the left **24**, but the crawlspace is best, because it provides you with a means of escape if need be. (The door seals behind you and you cannot climb back up through the ceiling hatch.)

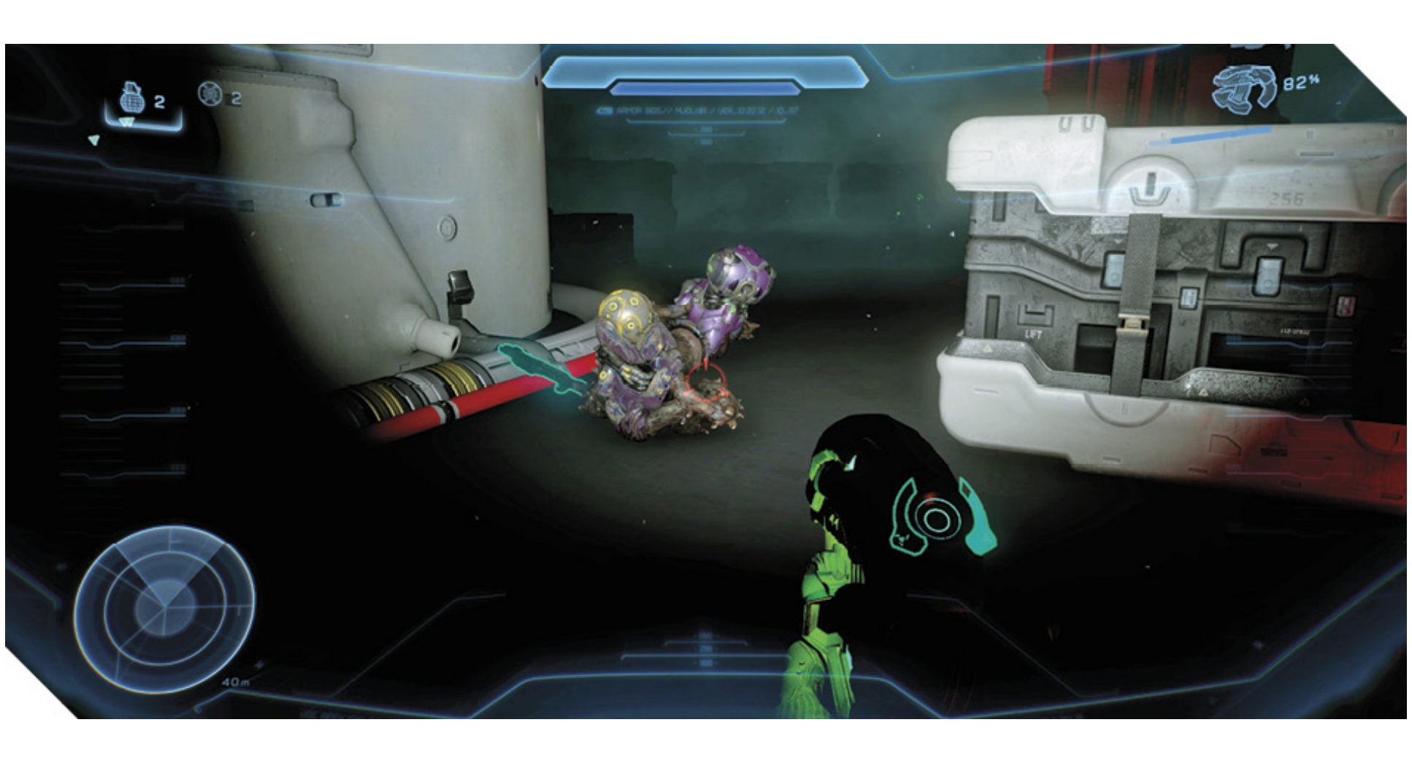


GOING DOWN

Getting lost in the tunnels? Your objective is on a lower level of the station, so as long as you always head downward, you're moving in the right direction!

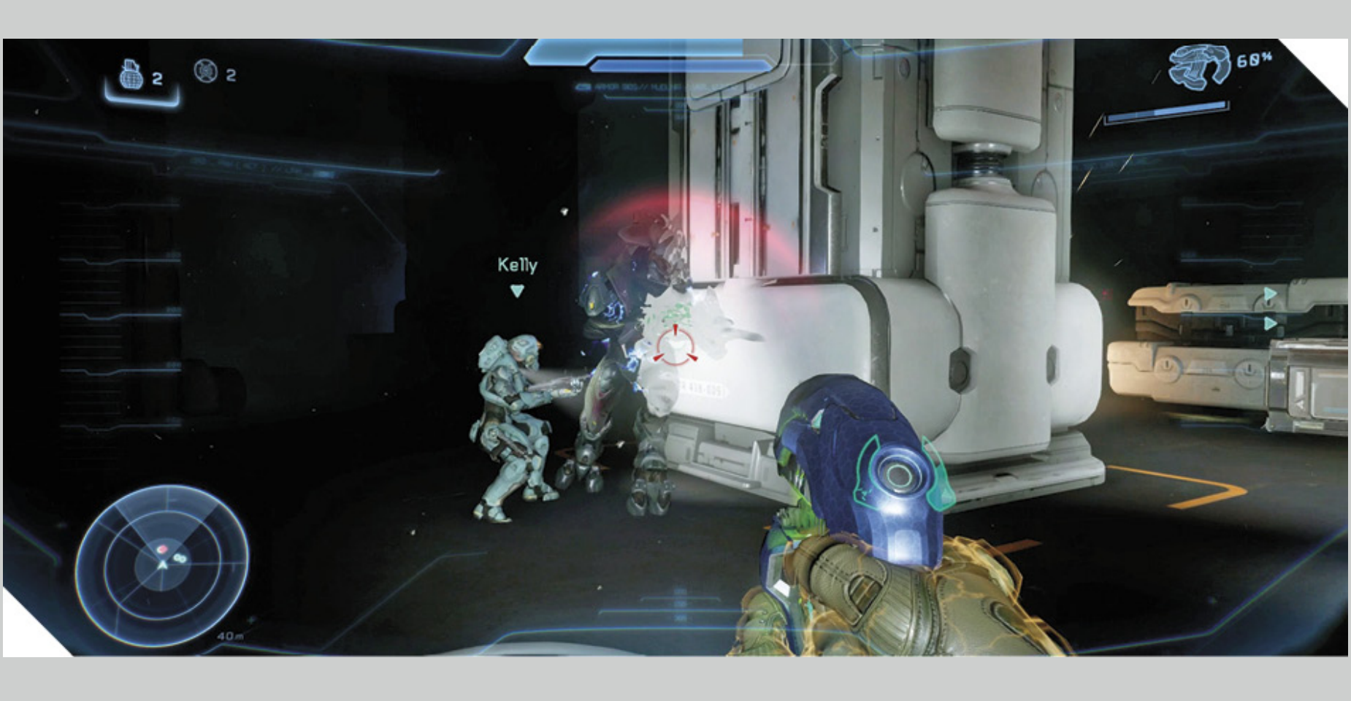
Six Grunts are snoozing soundly in the room beyond the crawlspace. Carefully kill them all with melee attacks to clear the room without raising the alarm.

After dispatching all six Grunts, whip out a Storm Rifle or the Blaze of Glory and advance on the far door. It opens as you approach, sending more Grunts and two Elites into the room. The Elites are concealed by Active Camouflage, making them nearly impossible to spot in the dark. Fall back until you detect them, then unload.



▶ THERE'S SOMETHING OUT THERE...

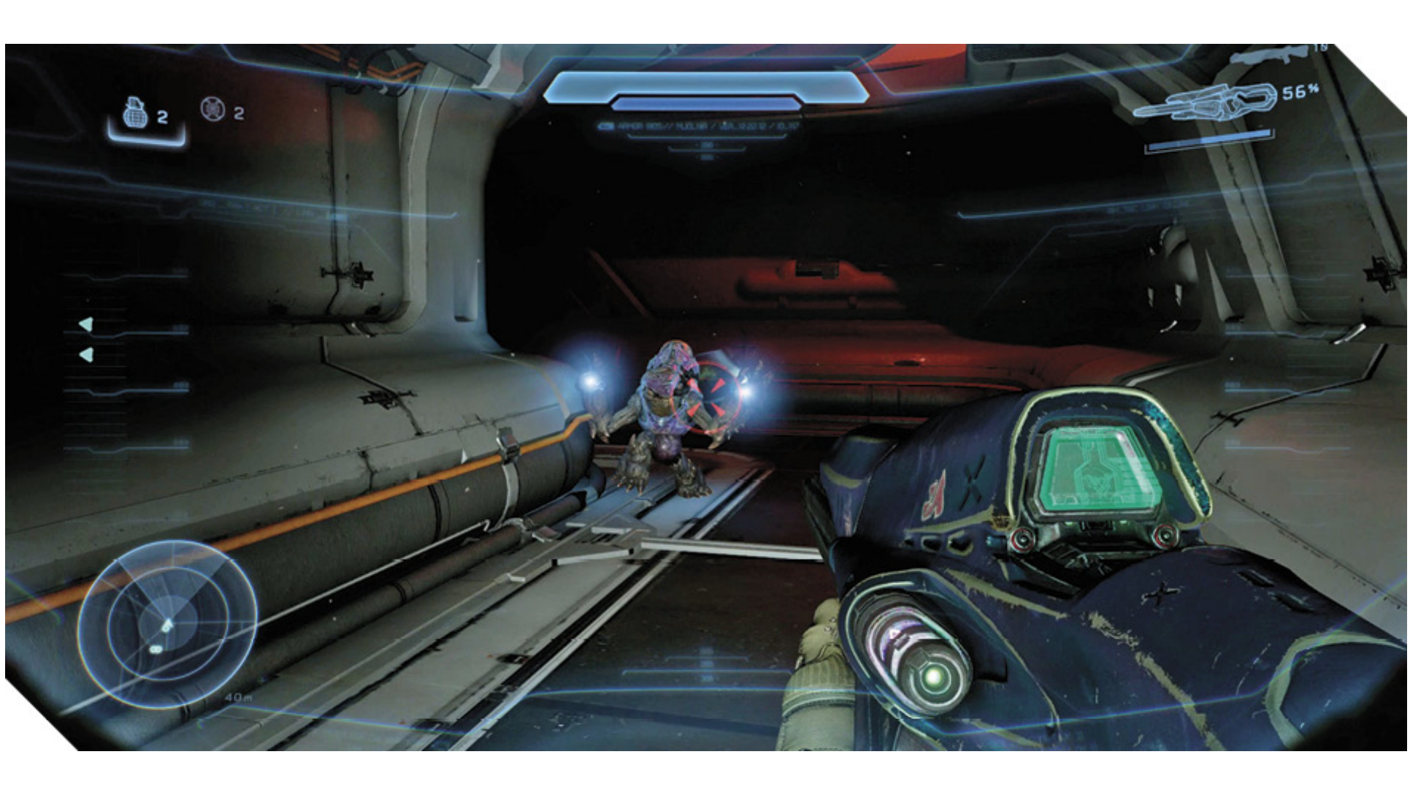
Active Camouflage makes enemies difficult to see, but it doesn't make them invisible. Look carefully, and you can detect subtle disturbances in the air when the enemy moves. Active Camo also breaks for a moment whenever an enemy is attacked, and of course, camouflaged enemies are easy to spot once they open fire! You can't issue an attack order on enemies that are concealed by Active Camouflage.



LEGENDARY STRATEGY

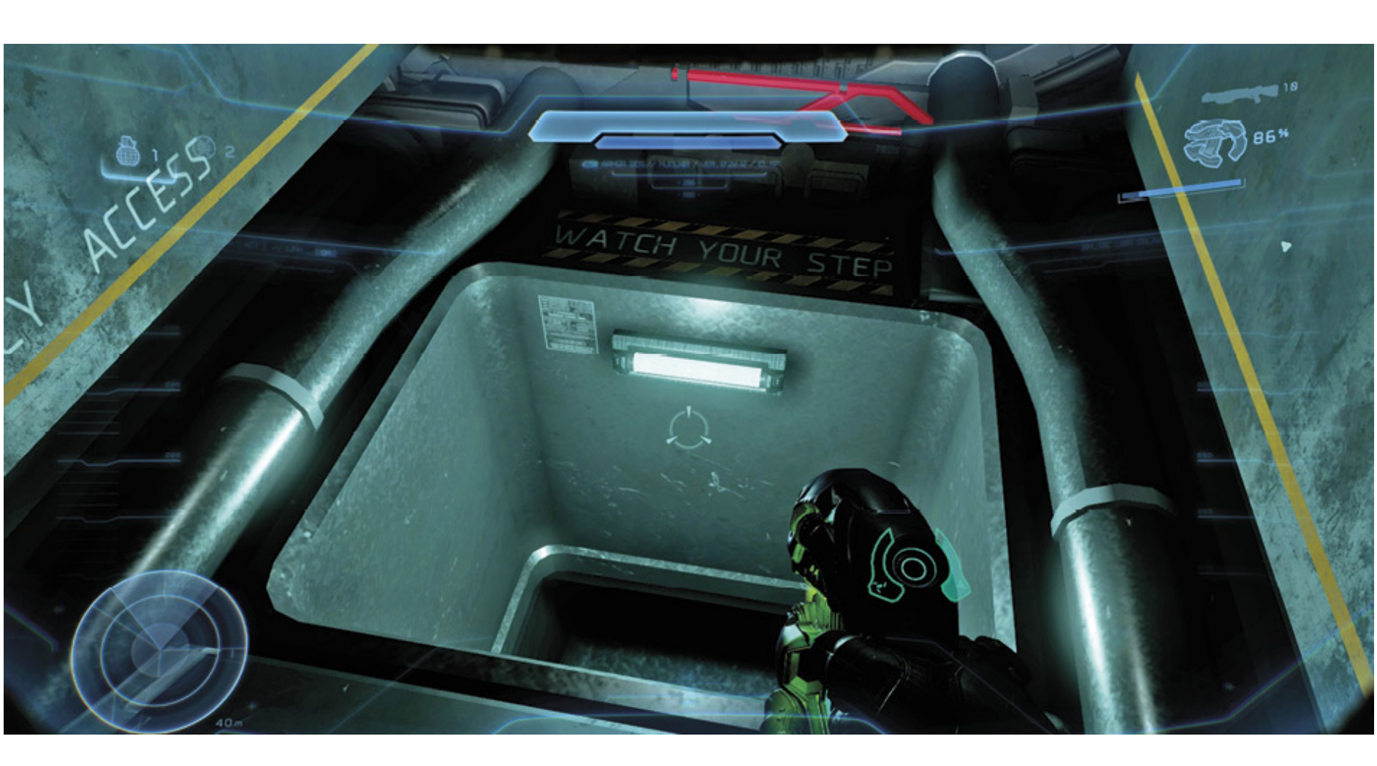
The camouflaged Elites can withstand much more damage on Legendary difficulty, so it takes longer to bring them down. This means they have more time to melt you with their Storm Rifles. The Elites are also more apt to hurl Plasma Grenades on Legendary, making them even more deadly. Thrust to one side to evade any grenades headed your way.

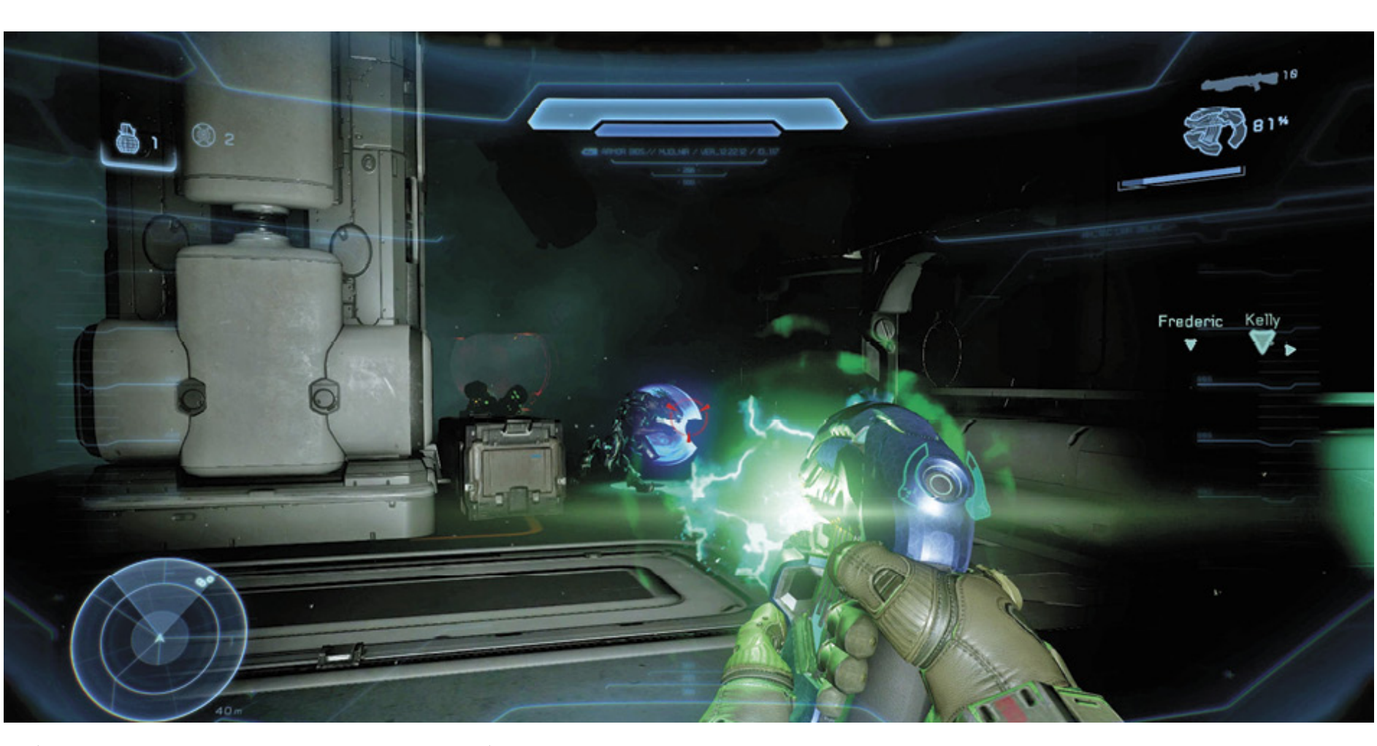
With the room secured, advance into the next series of dark tunnels. A Hunter hammers the walls as you go, yet it doesn't appear. Instead, dangerous suicide Grunts rush you with lit Plasma Grenades in their hands. Use your radar to spot these deadly Grunts coming around corners, then fall back and drop them from a safe distance.



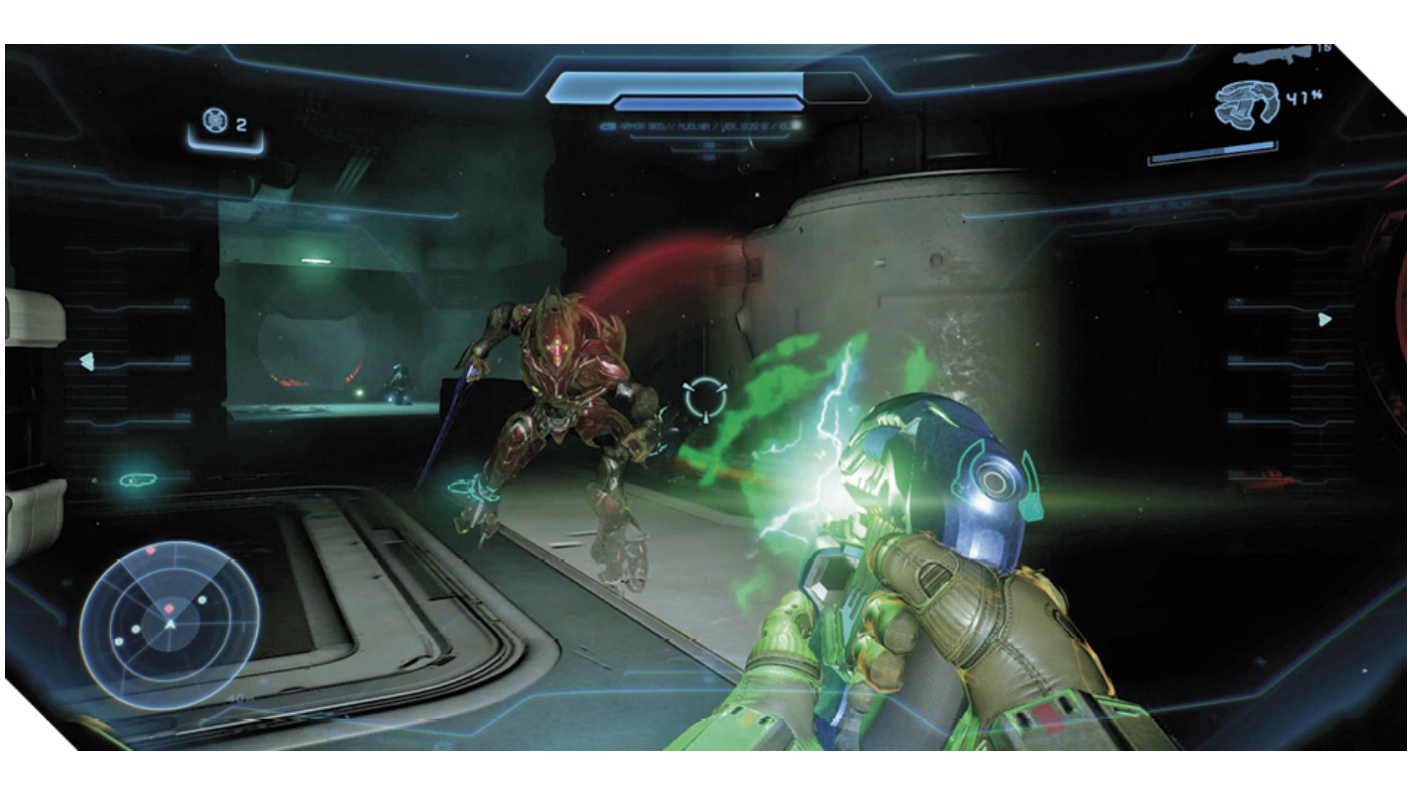
Go left after battling a few Jackals, and you'll eventually come to a hatch in the floor **25**. This hatch leads to a small, dark storage room that's filled with Grunts and Jackals. Going straight instead of to the left leads to the storage room's main access door **26**, but this approach isn't as stealthy.

Drop through the hatch to sneak into a storage room that's guarded by Grunts and Jackals. Toss a grenade at the nearest Jackals, then start blasting away.





Don't advance too far, for an Elite Zealot that's cloaked in Active Camouflage and armed with a lethal Energy Sword soon enters the fray. Fall back and dispatch the Zealot with a Storm Rifle or the Blaze of Glory before it rushes forward and cleaves you in two.



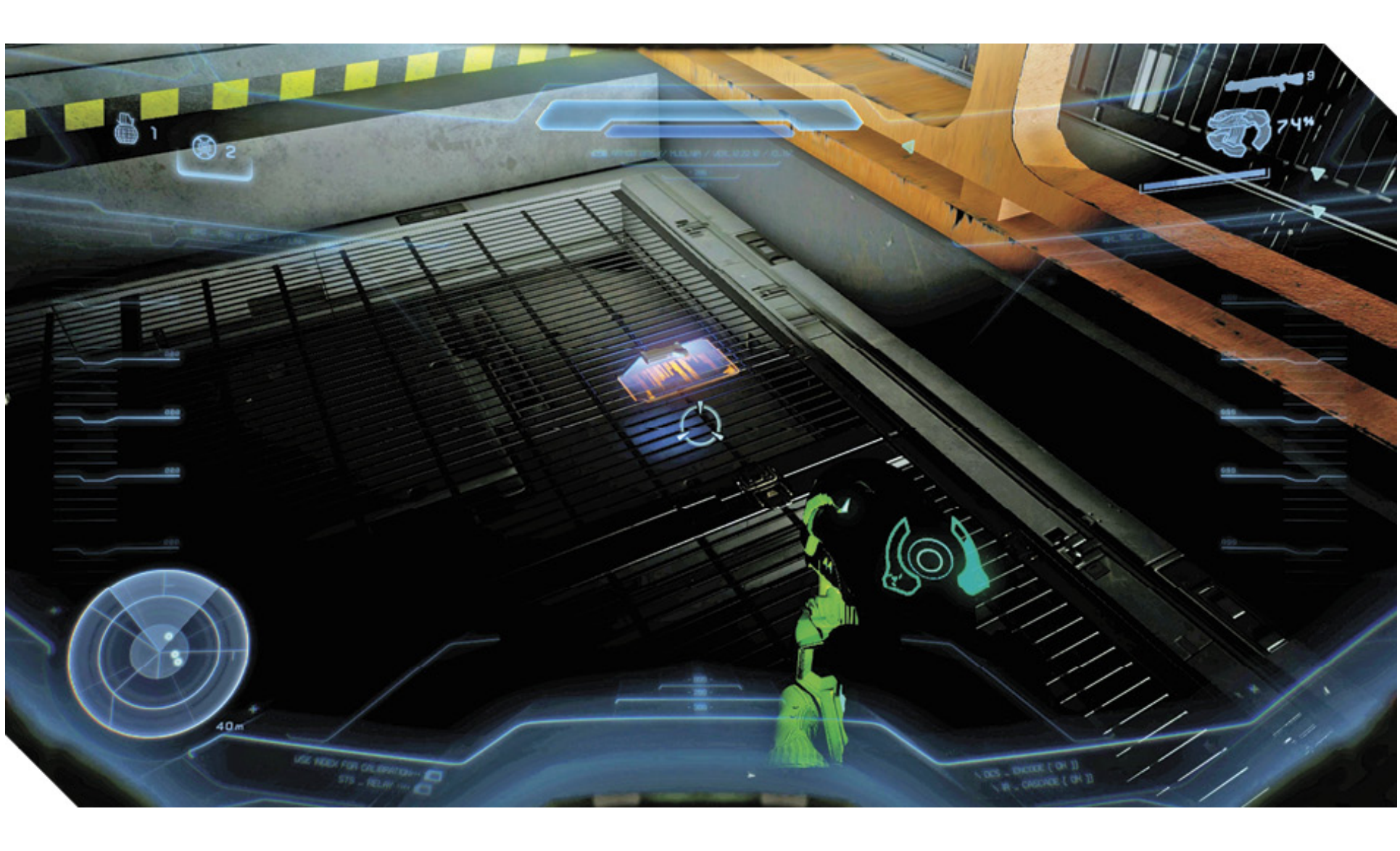
ENERGY SWORD

In addition to their beloved Storm Rifles, many Elites also carry Energy Swords, which they whip out to cleave apart enemies that foolishly move too close. Some Elites even prefer the Energy Sword over the Storm Rifle, choosing to wield the blade as their primary weapon. These Elites are commonly sheathed in Active Camouflage, helping them advance undetected to deliver their fatal strikes. The Energy Sword is absolutely lethal; do everything in your power to keep Elites that wield them at bay.

LEGENDARY STRATEGY

Blaze of Glory is your best bet against the Energy Sword Zealot on Legendary difficulty. Two solid blasts is enough to bring the big bruiser down.

With the room cleared of Covenant foes, check around to find a crawlspace in the wall near a pile of small crates **27**. Enter this crawlspace to reach a tiny side room, where you discover a Hydra Launcher and a UNSC data pad on the floor. Take the Hydra or give it to a teammate, then scan the data pad to unlock a new Mission Intel entry. Backtrack through the crawlspace and proceed to your objective afterward.

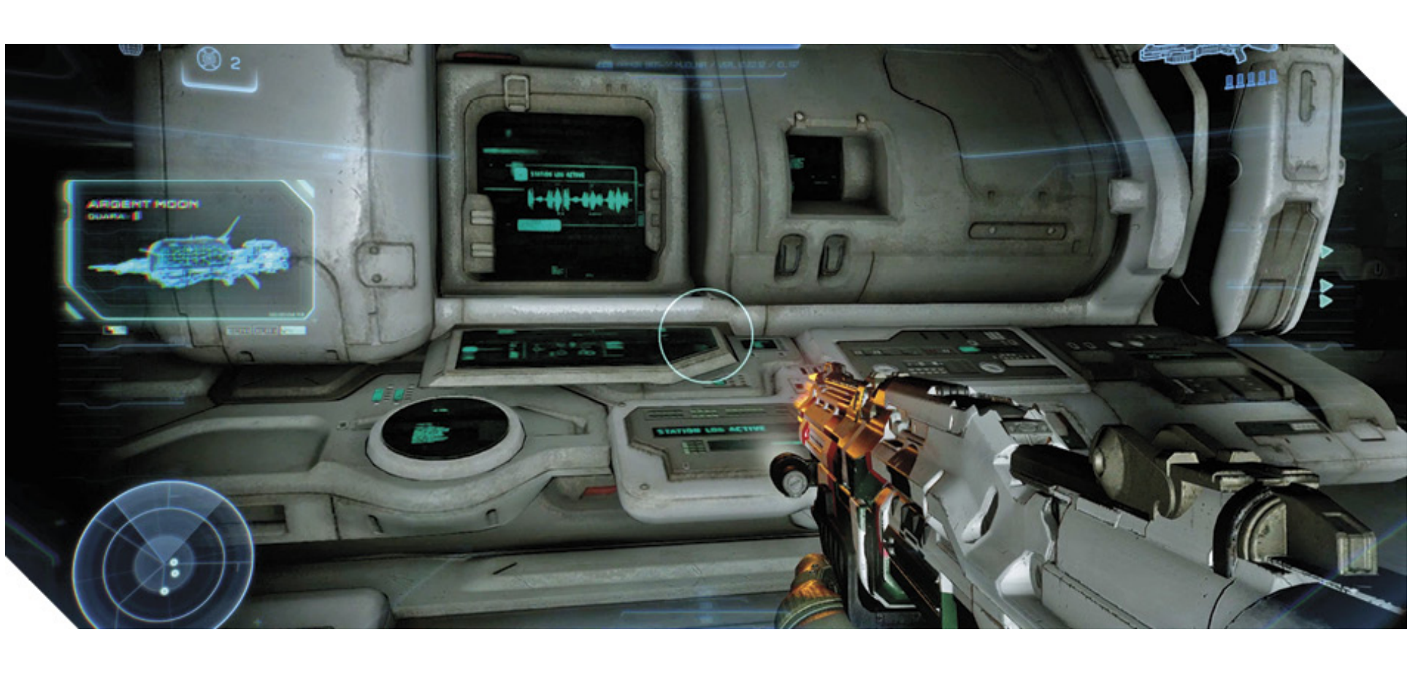


MISSION 2 INTEL ACQUIRED (4/8)

OBJECTIVE: SCUTTLE THE STATION

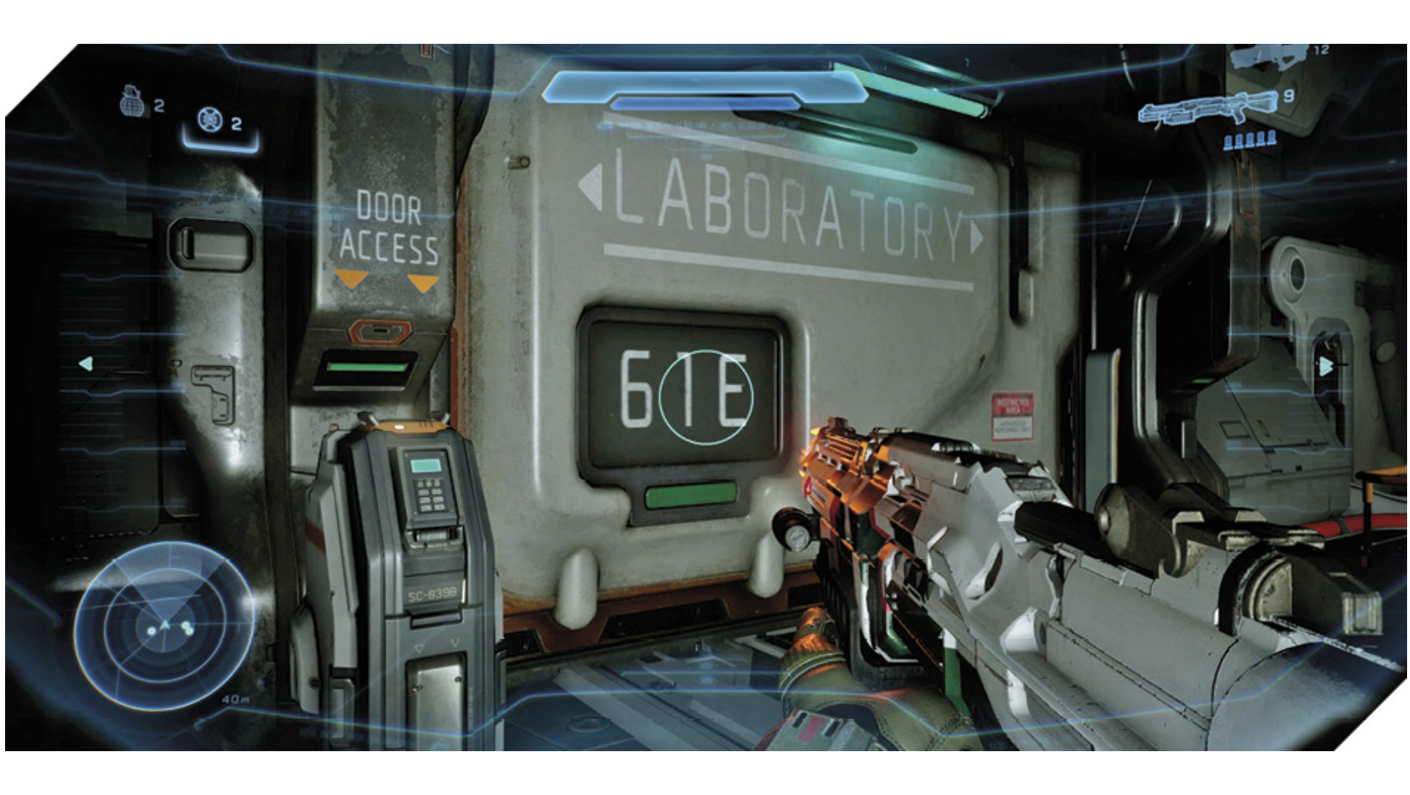
You soon come to a windowed corridor, where you bear witness to an entire fleet of Covenant ships entering the area from slipspace **28**. Salvaging the station is no longer an option; you need to scuttle it now. Central control is no longer your objective; you must now find your way to the station's reactor core and trigger an overload that will obliterate Argent Moon—along with any Covenant ships in the vicinity.

The Reactor Core lies beyond Argent Moon's laboratory. Go through the nearby door to advance toward the lab, and inspect the computer station on the other side to obtain new intel.

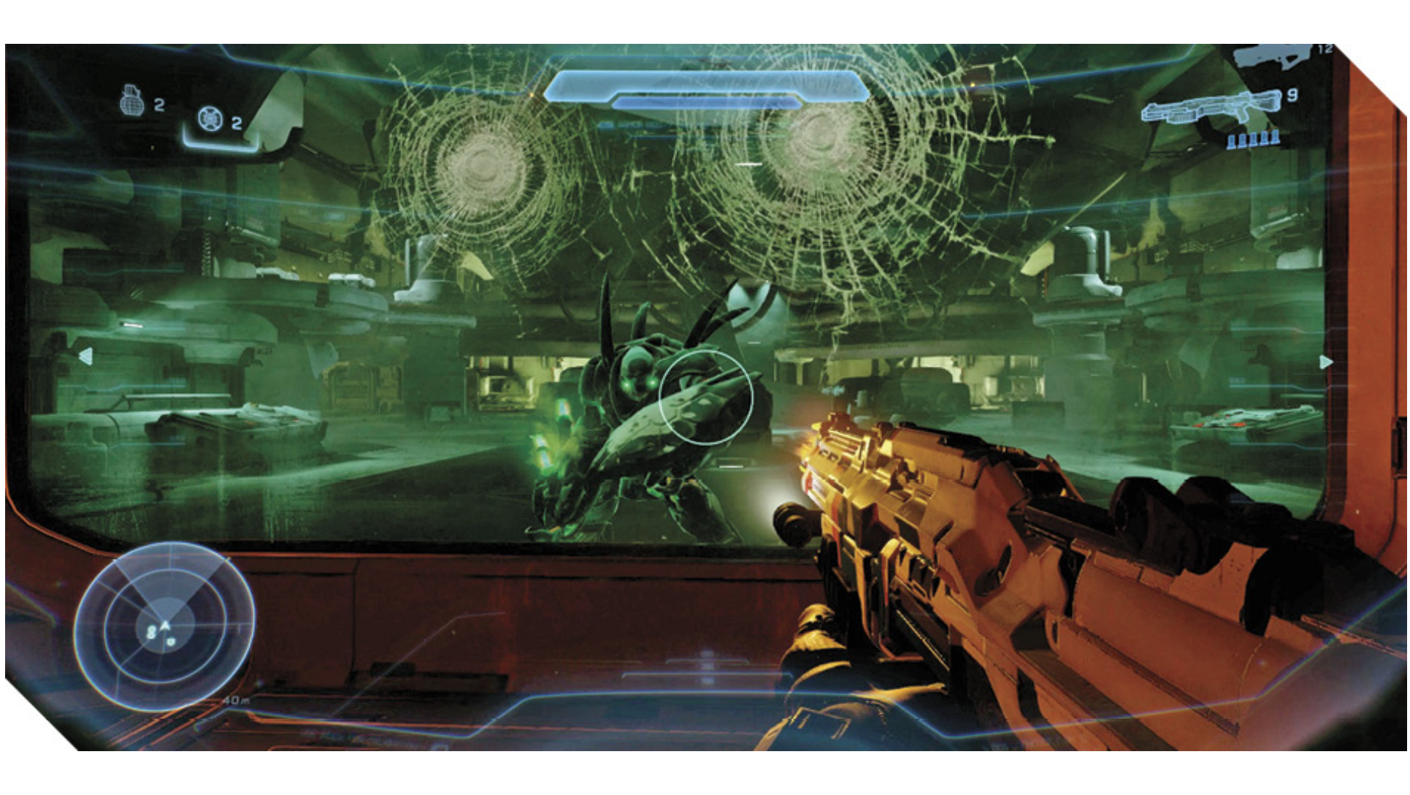


MISSION 2 INTEL ACQUIRED (5/8)

After scanning the computer station, raid the nearby supply crates for weapons, but keep your newfound Hydra Launcher and trusty Blaze of Glory (unless it's low on ammo; in that case, swap it for a Battle Rifle). Activate the control panel near the door afterward **29** to access an elevator that delivers you down to the lab.



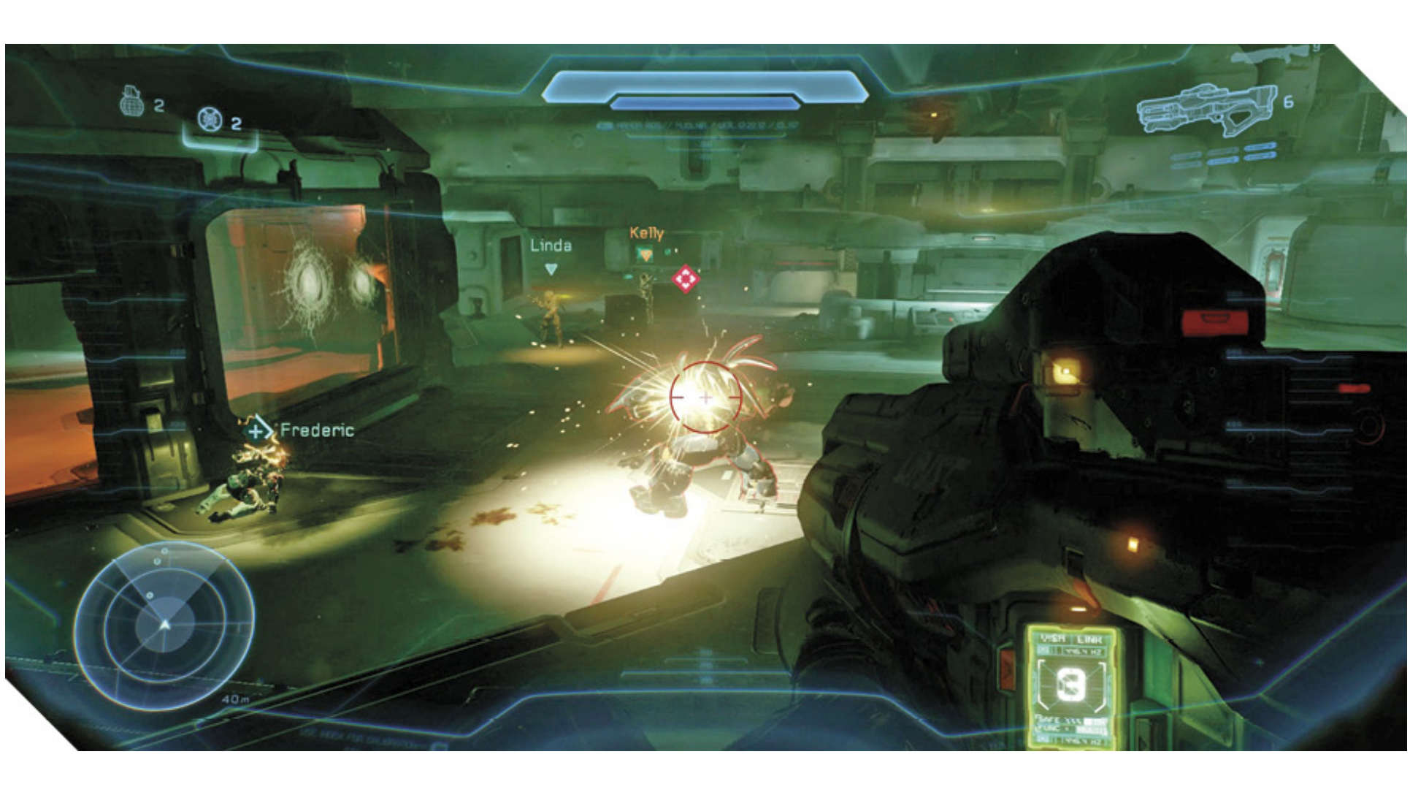
At last, you finally get your chance to exact revenge on the Hunters that have been troubling you around Argent Moon. Two of them stalk the lab, posing grave danger. Order Blue Team to target one of the Hunters, then sprint out of the elevator and climb onto the platforms to the right or left **30** once they open fire.



HUNTER

The big boys of the Covenant army, Hunters are hulking, heavily armored warriors equipped with state of the art weaponry. Hunters ceaselessly stalk their prey, unloading their Fuel Rods to annihilate threats from afar. Battling Hunters up close is ill advised, for the swiftness of their crushing blows defies their size. Instead, use stealth and teamwork to flank Hunters and assail their vulnerable backsides.

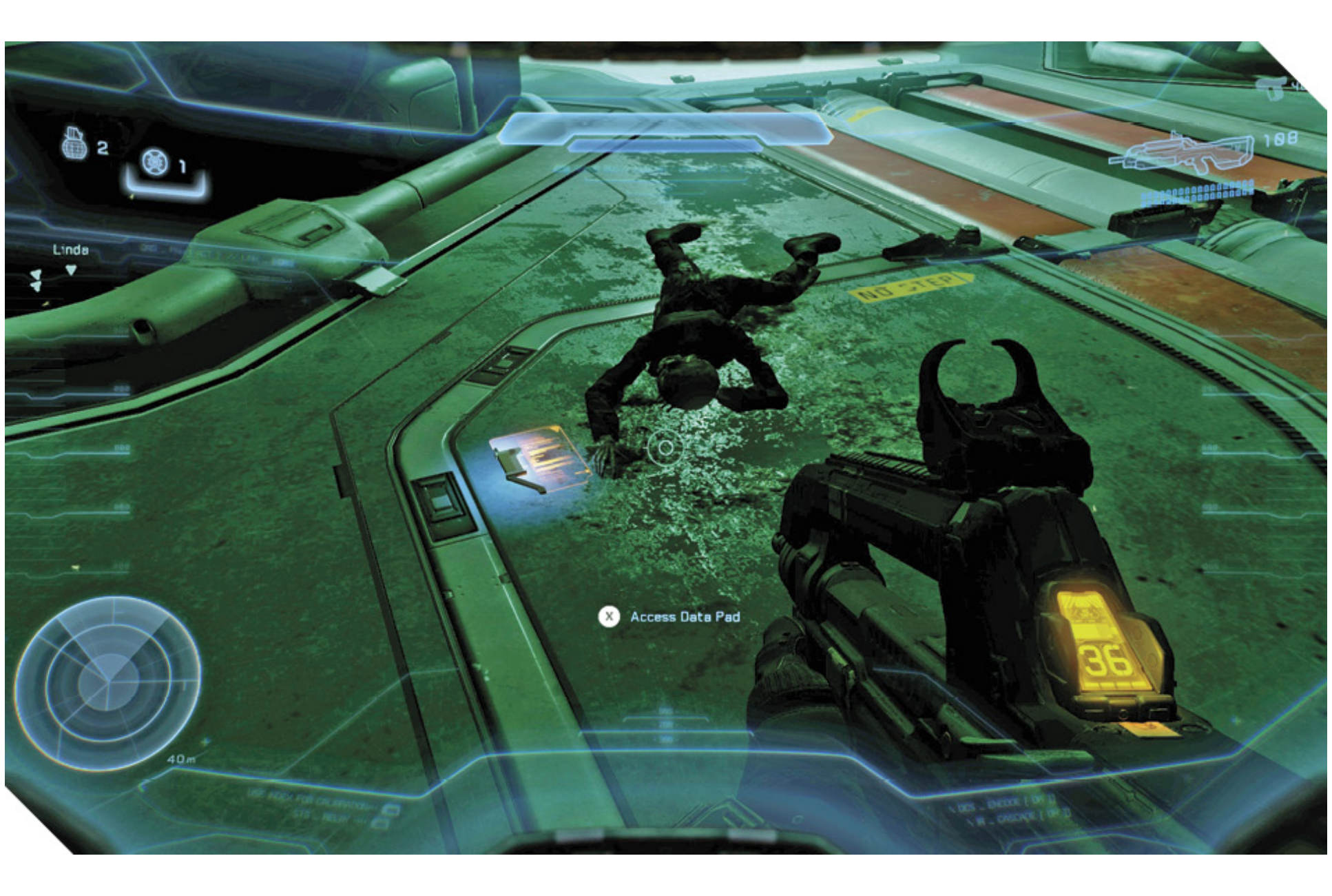
You have a better angle on the Hunters from the height of the platforms. Work at flanking the one that Blue Team is attacking by sneaking around the platforms and the thick pipes beyond. There are plenty of weapons on the platforms, and you can circle all the way around the room without ever touching the floor. Find the perfect angle on the Hunters' vulnerable backs and wipe them out with the help of Blue Team.



BERSERK MODE

After the first Hunter falls, the other one goes berserk, becoming far more dangerous and aggressive. Keep to the high ground, find some cover, and hit the remaining Hunter with everything you've got!

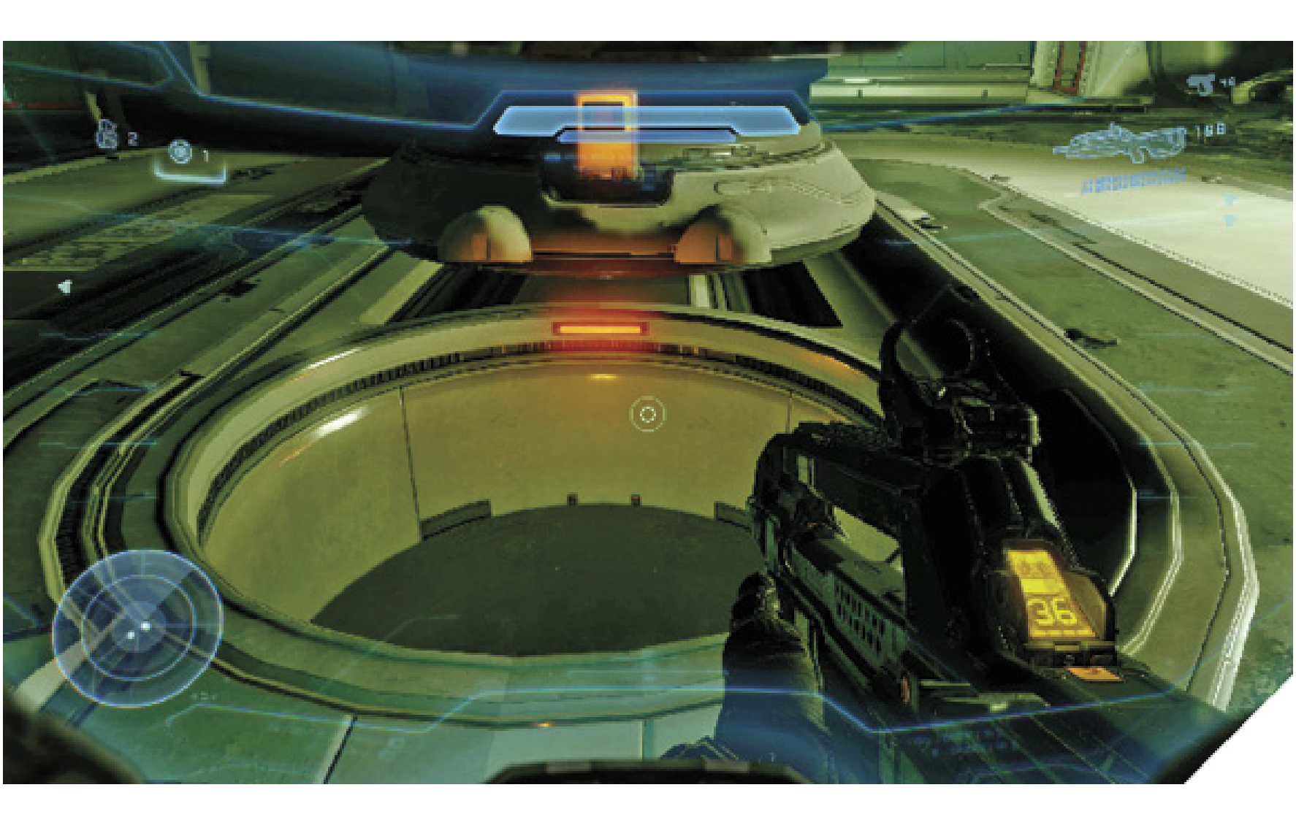
After dropping both Hunters, search the room and swap your weapons for a fully stocked Battle Rifle and Magnum (you can find these weapons in cases around the room). Examine the floor afterward to find a tough-to-spot UNSC data pad lying near a decomposed corpse **31**. Scan it for Mission Intel that would have been too risky to obtain while the Hunters were lurking about.



LEGENDARY STRATEGY

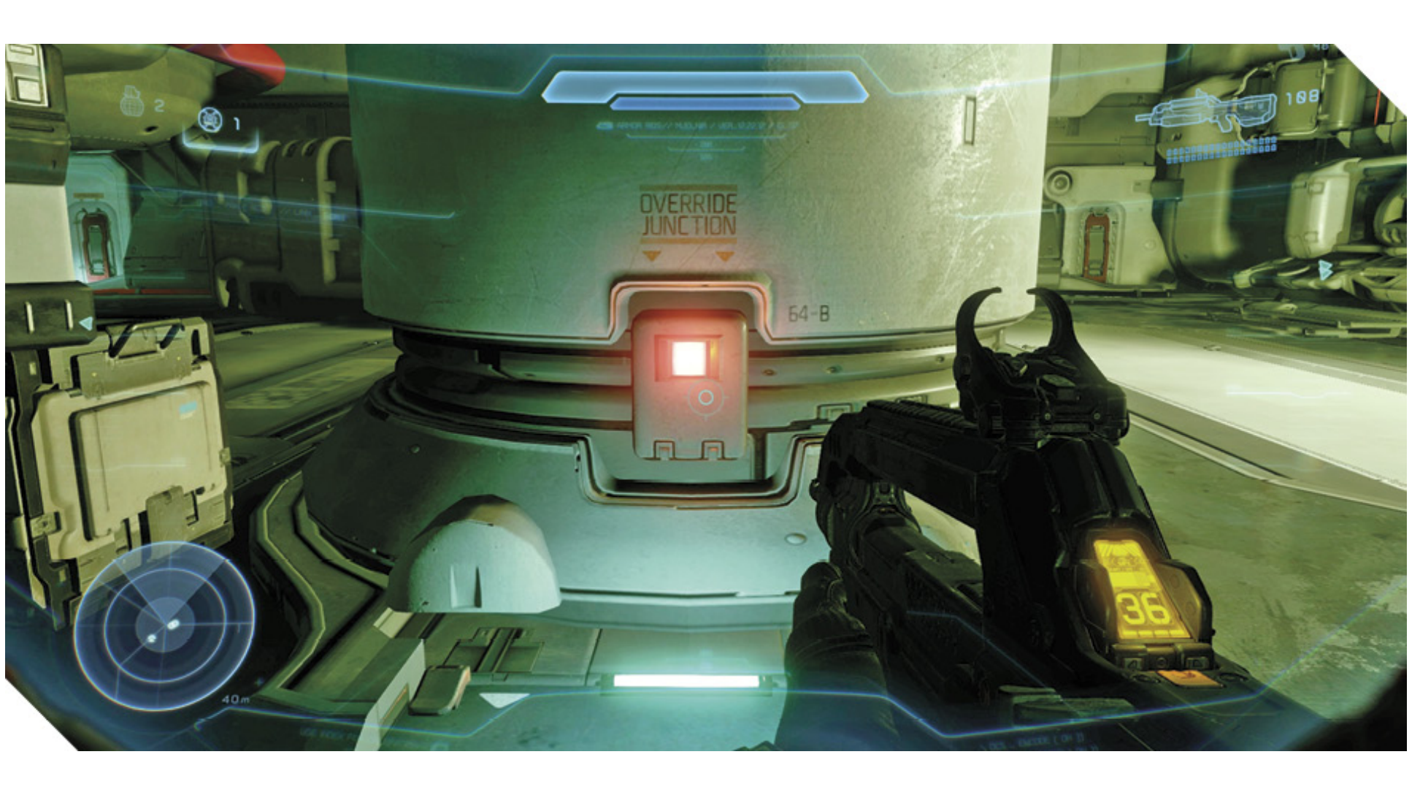
Hunters are absolutely lethal on Legendary—one melee blow or blast from their Fuel Rod will bring you to your knees. They can also withstand far more damage before falling. Try to drop the nearest Hunter without using the Hydra Launcher. Simply duck out of the elevator's side doors and toss grenades at it. Hunters knock away grenades thrown directly at them, so skip them along the ground, aiming to have them detonate next to them or behind them. Defeat the first Hunter from the safety of the elevator, then advance and use the Hydra to wipe out the second Hunter. Flank it and sight it with Smart-Link to establish a target lock. Batter it with missiles, but don't stray from cover for long.

ACHIEVEMENT: I THOUGHT I'D LOST YOU (PART I)



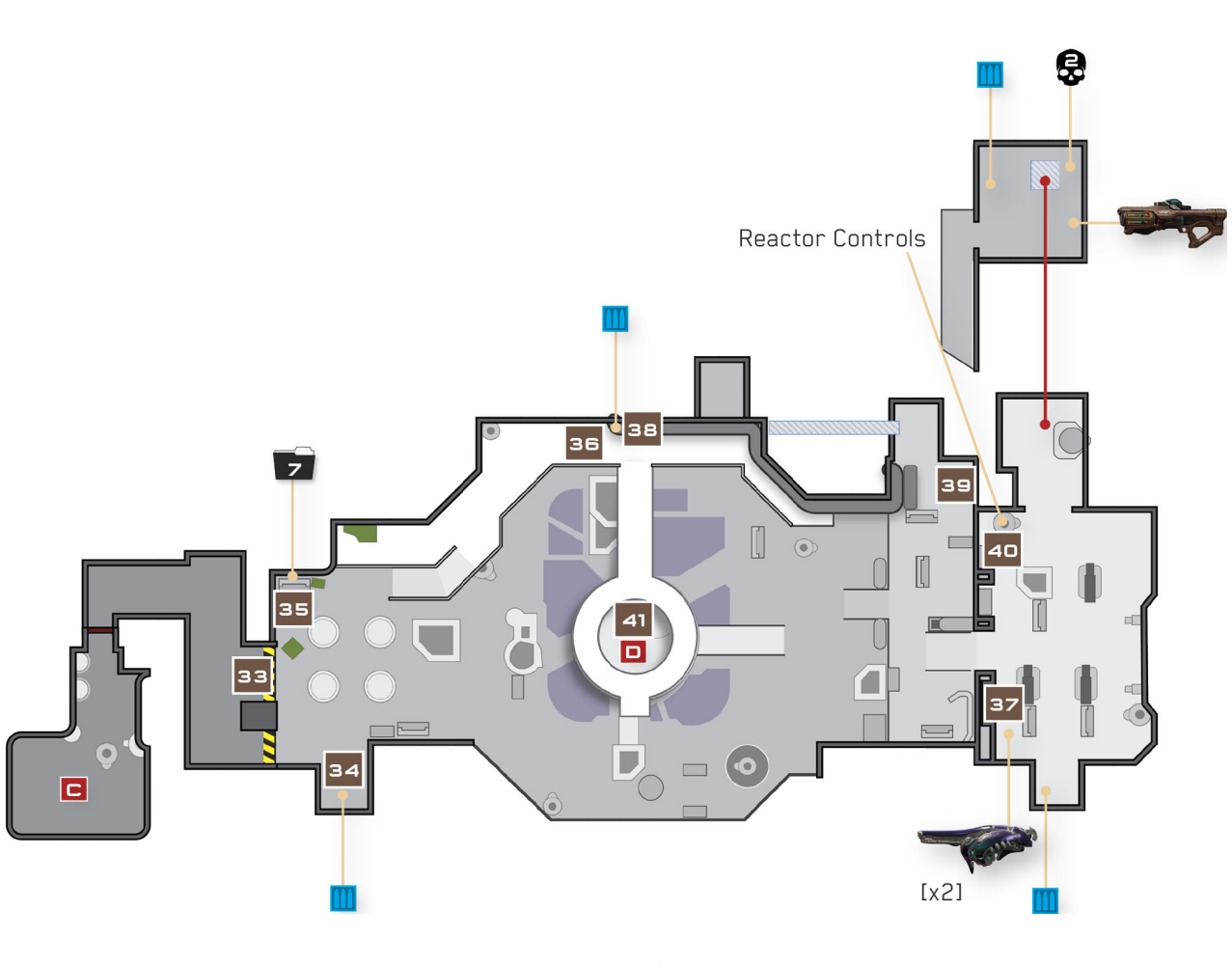
Rather than battling the Hunters, use the side ledges to safely reach the room's far side. Hurry and open the override junction **32**, then drop down the hole before the Hunters can stop you. The monsters are too large to follow you through the hole, but rest assured they'll be back again soon...

Next, check the back of the lab to locate an unassuming override junction **32**. Activate the panel with the red light to open a passage through the floor that leads down to the reactor core. Drop down and then smash through a shutter with a Spartan Charge to reach the reactor core.



Mission 2: Blue Team

Major Firefight: Reactor Core



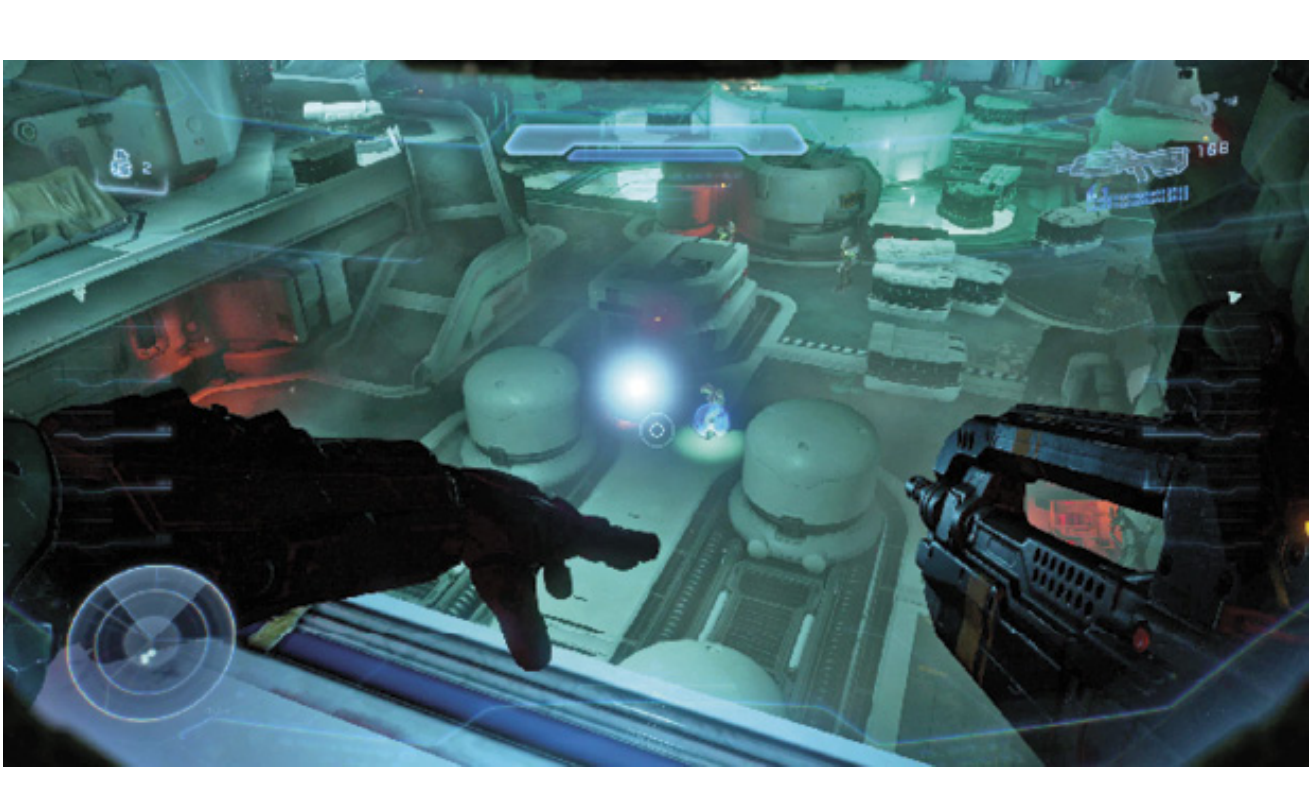
Grunts, Jackals, and Elites have fortified positions around Argent Moon's spacious reactor core, setting the stage for a major firefight. You need to reach the reactor controls on the far side of the room, but the control room is heavily defended by numerous Elites, Jackal Snipers armed with Beam Rifles, and two Plasma Cannon Turrets. A slow, tactical advance is the best plan—otherwise you expose yourself to the Snipers and Plasma Cannon Turrets.

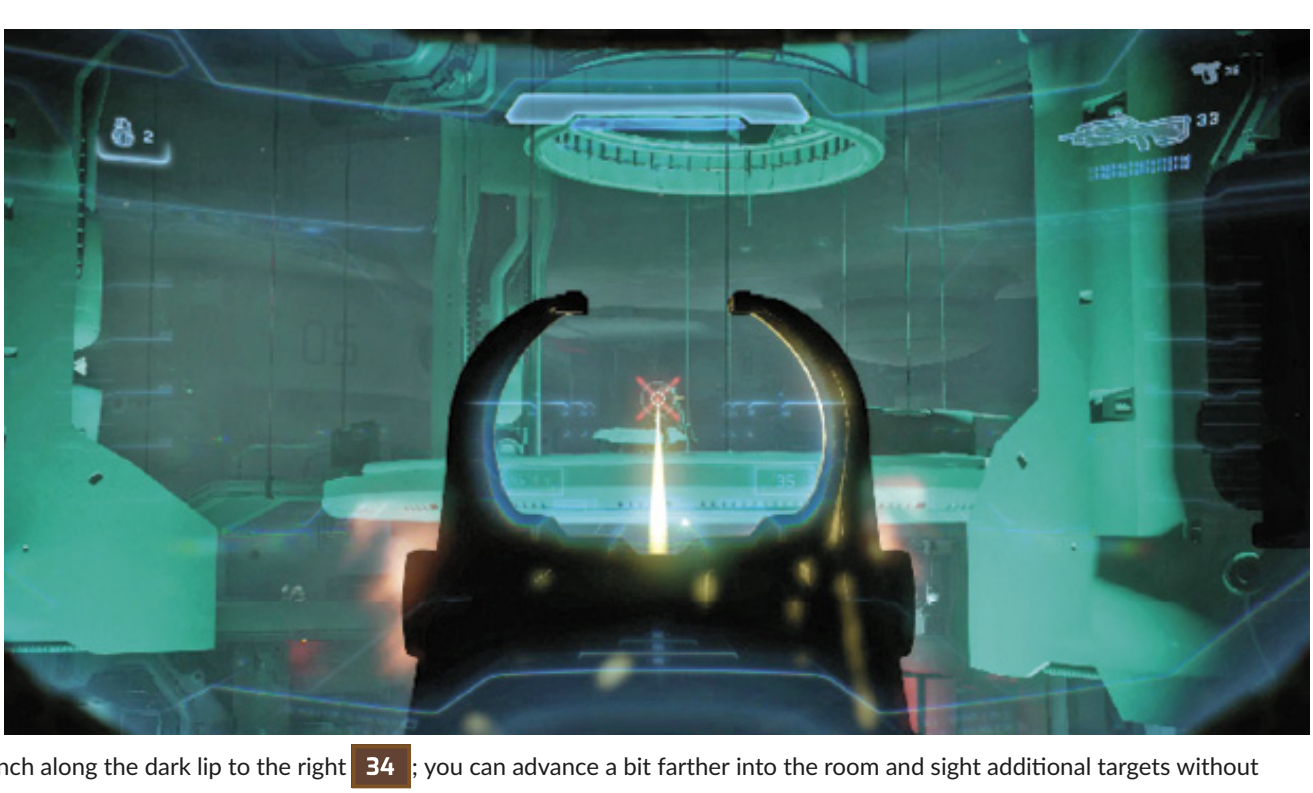
Recommended Loadout

Ranged weaponry is a big advantage in this battle. Bring a fully loaded Battle Rifle and Magnum with you, and use them to pick off threats from afar. There are many Elites to defeat here, especially back near the control room, so you'll eventually want to swap your Magnum for a Storm Rifle or Plasma Pistol to quickly break their shields.

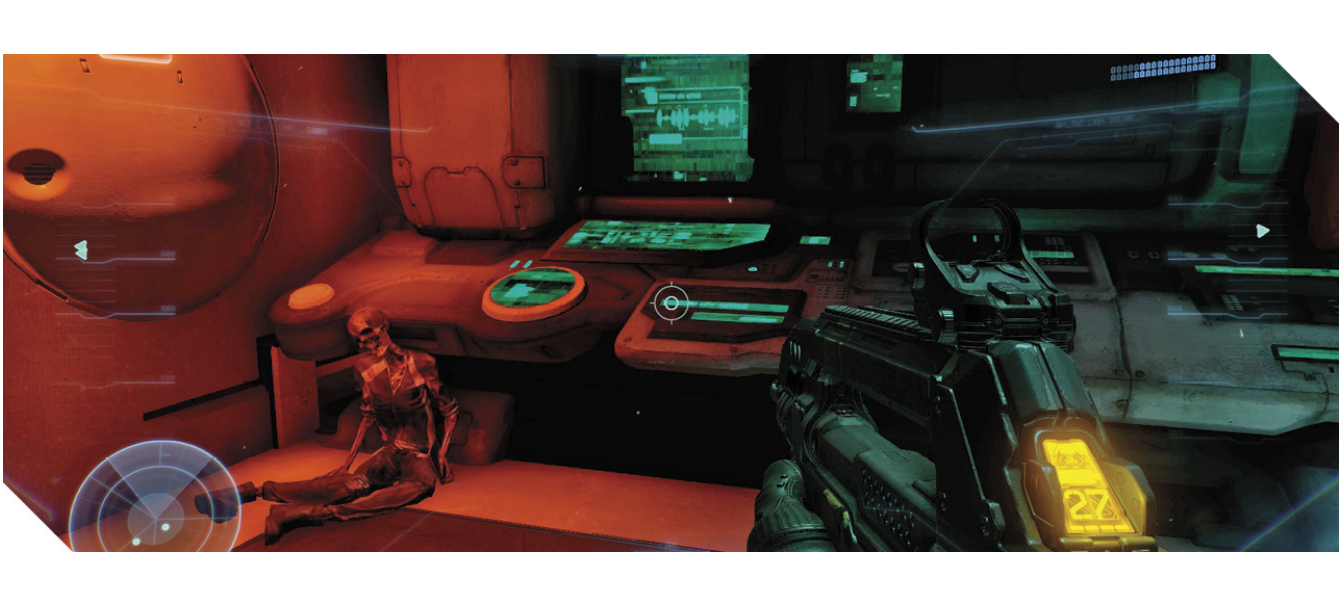
MISSION 2 INTEL ACQUIRED (6/8)

Remain on the dark entry ledge **33** as you begin your assault on the reactor core. Toss a grenade or two at the nearby Elites and Jackals, and then pick off as many foes as you can from up here.





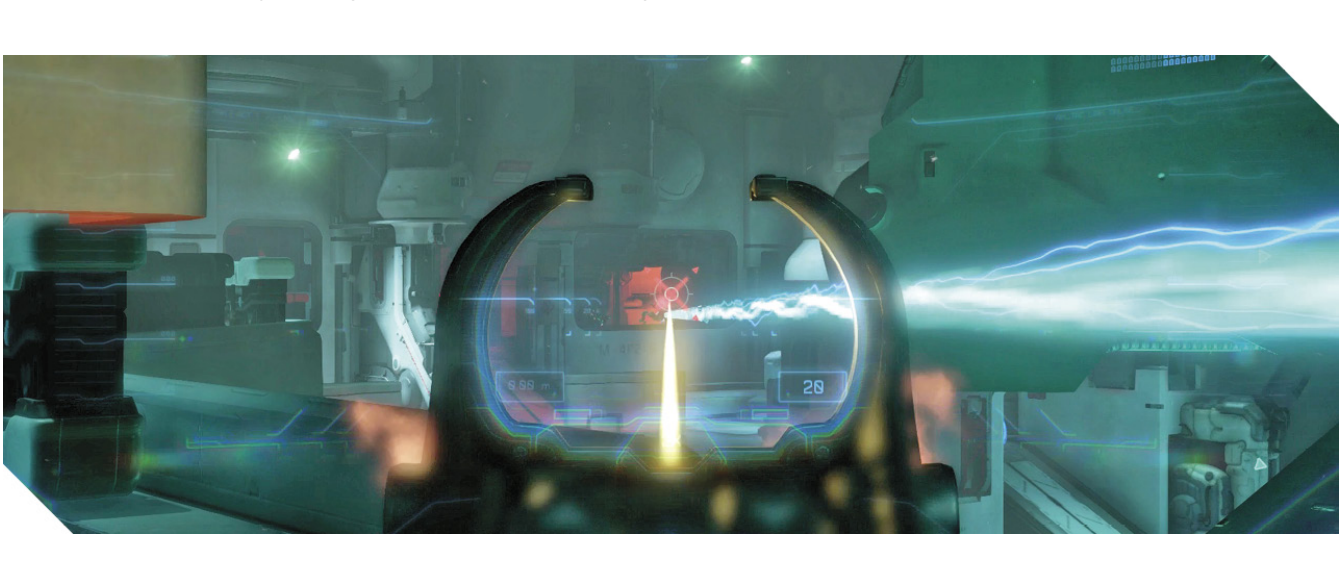
Inch along the dark lip to the right **34**; you can advance a bit farther into the room and sight additional targets without giving up your elevated vantage. Every kill counts!



When your ammo runs low, or when suitable targets fail to present themselves, drop to the floor and check a nearby computer station for intel **35**. It's safe to do this now; the remaining enemies near the control room are too far to sight you.

MISSION 2 INTEL ACQUIRED (7/8)

Advance after scanning the computer station, keeping to the left side of the chamber and scaling a slope to reach an elevated walkway **36**. Here you find a weapon rack that's conveniently stocked with Battle Rifles and Magnums. Ammo up and then pick off additional targets in the control room from here, especially the Elites manning the twin Plasma Cannon Turrets on the right **37** and the two Jackal Snipers armed with lethal Beam Rifles (look for the red lights on their heads). You've plenty of ammo, so record as many kills as possible from this excellent position.



NO SIGN OF SNIPERS

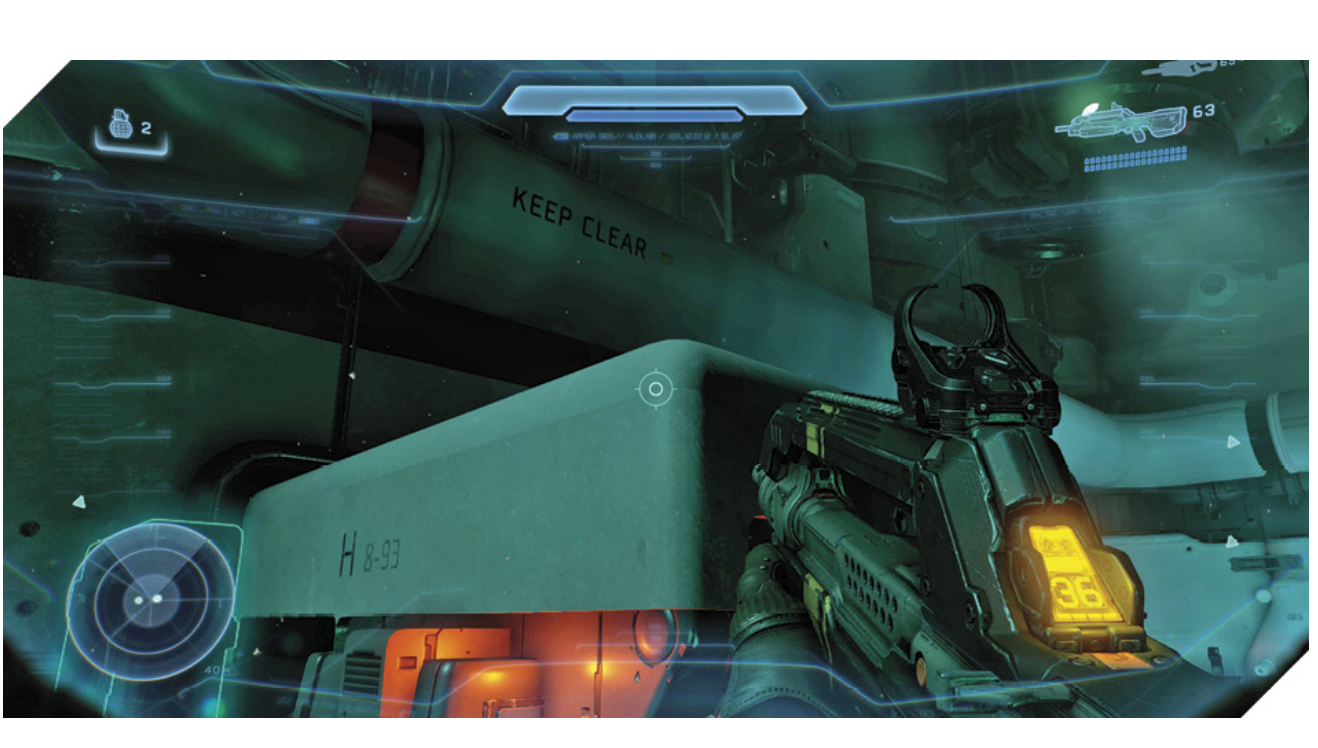
The Jackal Snipers do not appear on Easy or Normal difficulty.

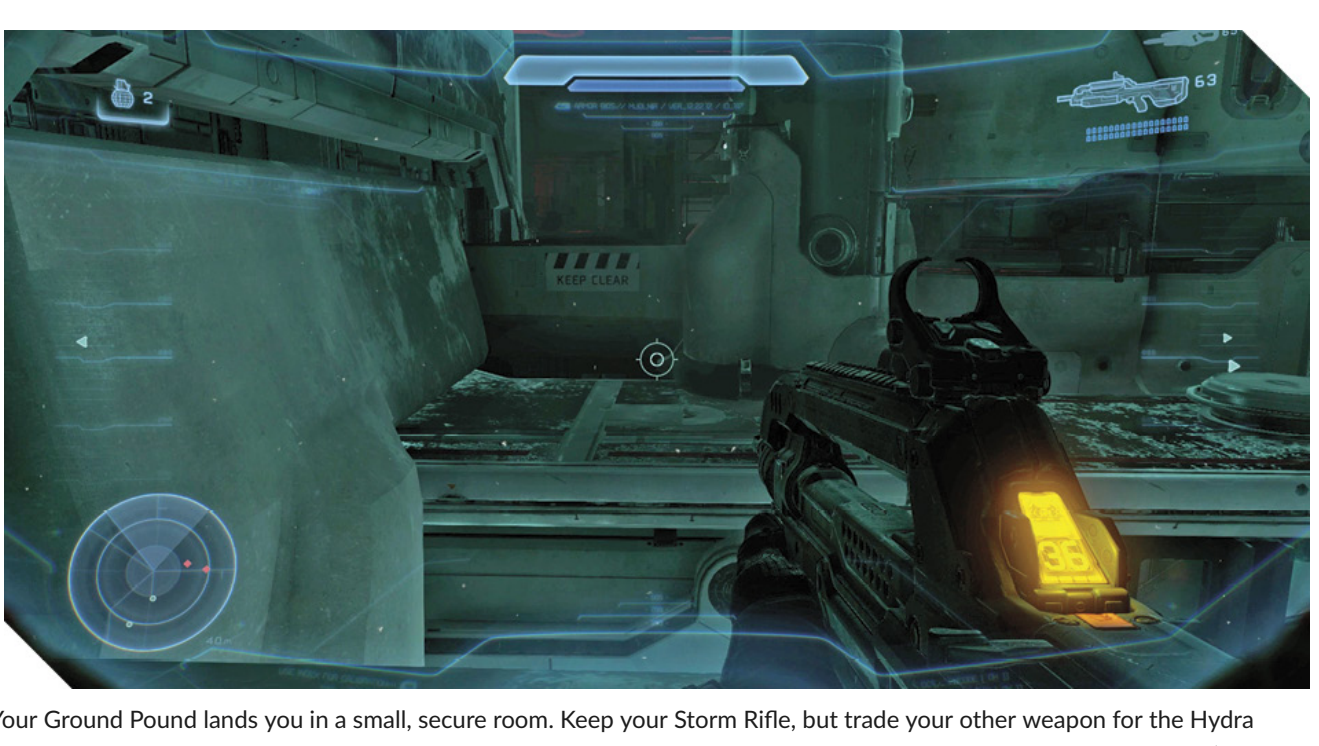
LEGENDARY STRATEGY

Far more Elites guard the control room on Legendary difficulty. They'll toss Plasma Grenades at you to get to you move, but don't stray from the left walkway until you've neutralized as many threats as possible. Storming the control room is incredibly difficult unless you thin out the enemy ranks from afar—be sure to eliminate both Jackal Snipers before advancing.

When the threat level is low, grab a Storm Rifle and then climb onto the nearby machinery next to the wall. From there, jump onto the thick pipe above you with "Keep Clear" printed on it **38**. Advance along the top of the pipe, heading for the control room.

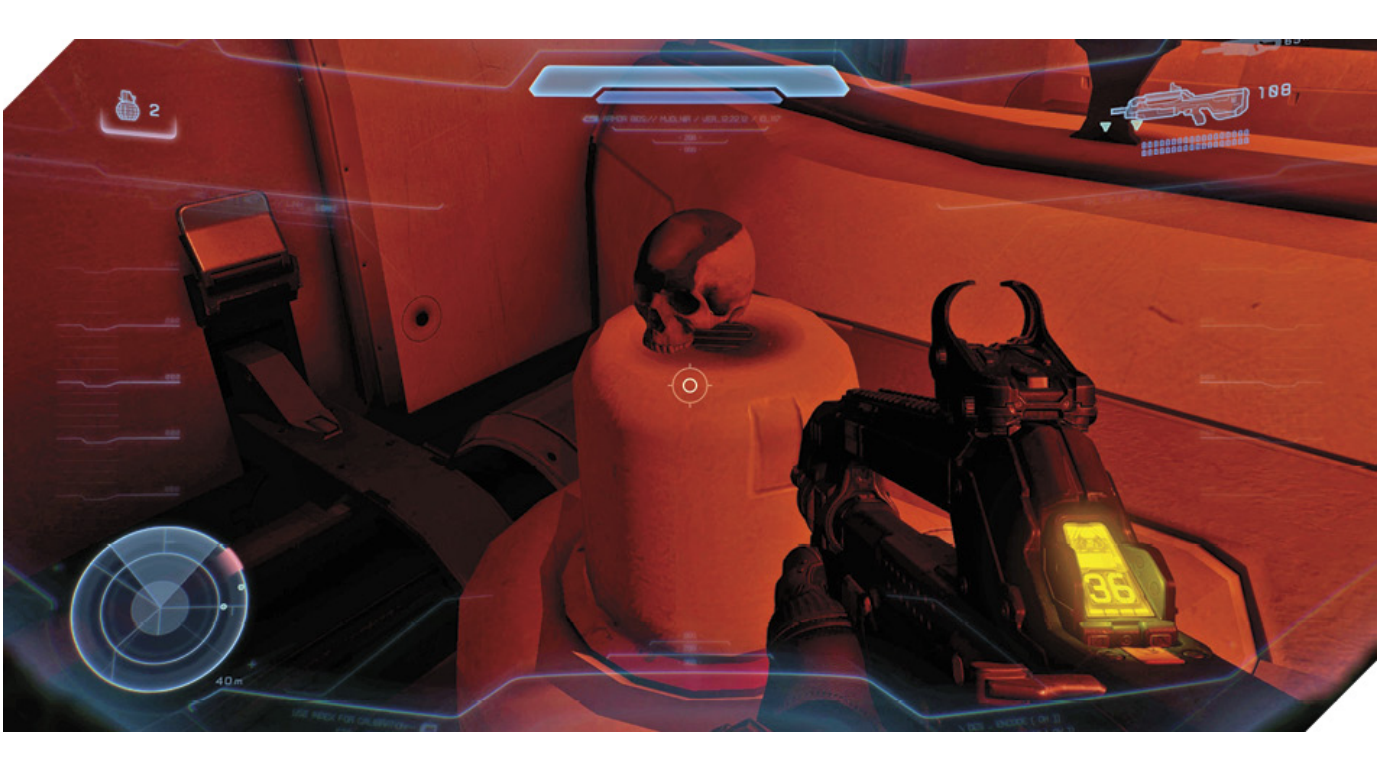
When you near the control room, jump over to a ledge that's also marked "Keep Clear" **39**. Climb into a higher nook to discover a vent on the floor. Jump and hold the Melee button in midair to initiate a Ground Pound, then target the vent and release the Melee button to smash through.





Your Ground Pound lands you in a small, secure room. Keep your Storm Rifle, but trade your other weapon for the Hydra Launcher in the case, or for one of the Battle Rifles or DMRs hanging in the nearby weapon rack. Approach the room's only door afterward and it will open, granting you access to the reactor control room.

SKULL 2 OF 13: BLACK EYE



Did you notice the little Skull that's sitting in the corner of the secure room? It's one of the thirteen Skulls hidden in the Campaign! Collect it to unlock the Black Eye Skull, and remember to check the Appendix to learn more about Skulls.

WEAPON PREP

If you're playing on Heroic or Legendary difficulty, search the control room's floor for two Beam Rifles dropped by the Jackal Snipers (the Snipers don't appear on Easy or Normal). Grab one or give them both to your teammates. The remaining Battle Rifles and DMRs in the secure room are also good weapons to grab or give away.

As you step out of the secure room, you'll take the Covenant near the reactor controls by surprise. There shouldn't be too many left by now, and your Storm Rifle or newfound power weapons will make short work of them. Don't relent until the area is secure.

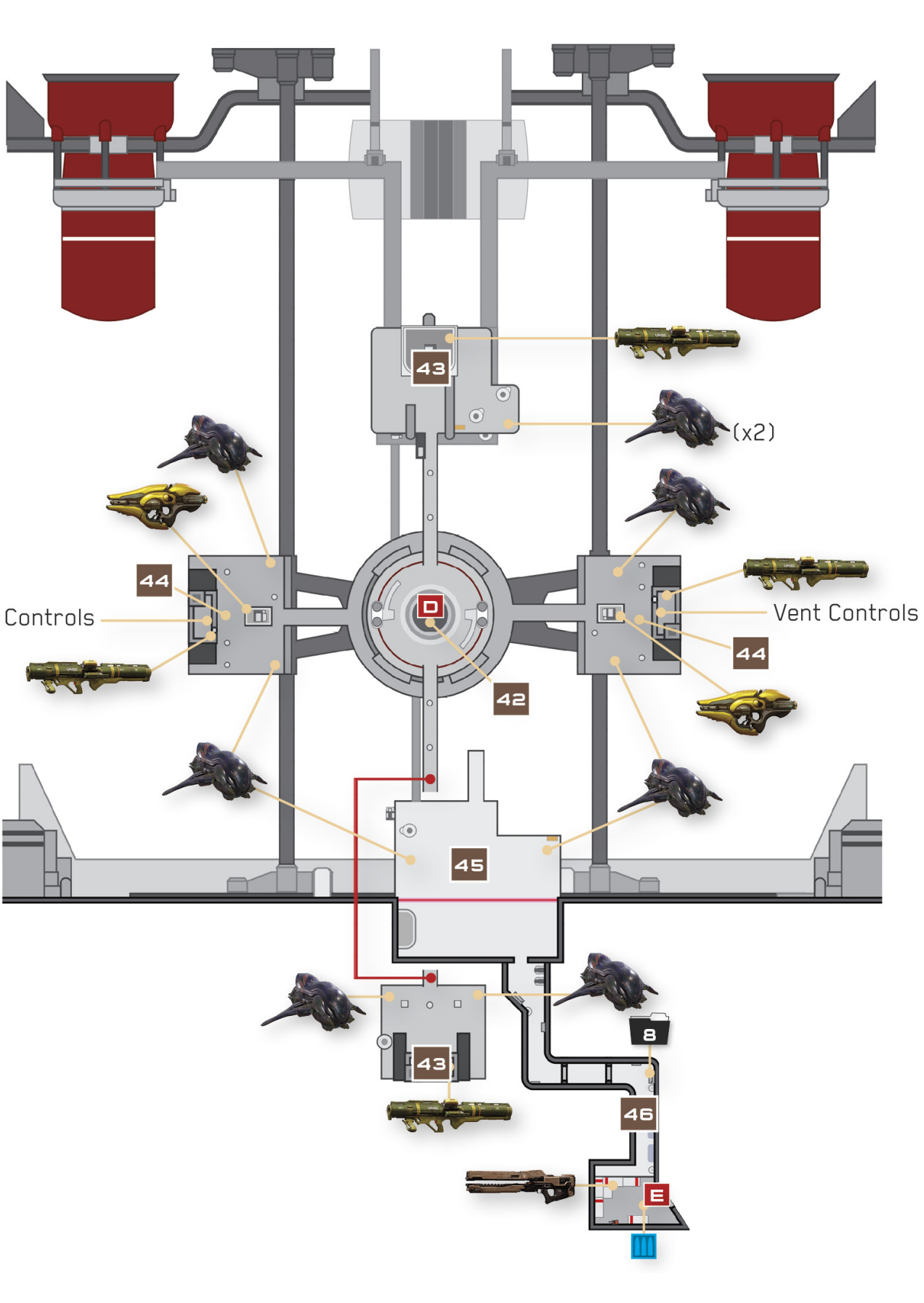
BEAM RIFLE

The Covenant's spin on a Sniper Rifle, the Beam Rifle is designed to fry enemy soldiers at nearly any range with its devastating jolts of lethal energy. Like the Plasma Pistol, the weapon features no magazine and can be fired as quickly as its wielder can pull the trigger—this reduces the odds that the target will manage to escape while you're reloading, but it also enables the Beam Rifle to overheat if it is fired too rapidly. Just two successive shots without pause will cause an overheat, so keep an eye on the heat gauge and try to leave short pauses between shots.

LEGENDARY STRATEGY

Use the Hydra Launcher to wipe out the Elites in the control room when playing on Legendary—it's almost impossible to secure the room without it. Toss grenades as well, and mop up whatever's left with a Storm Rifle.

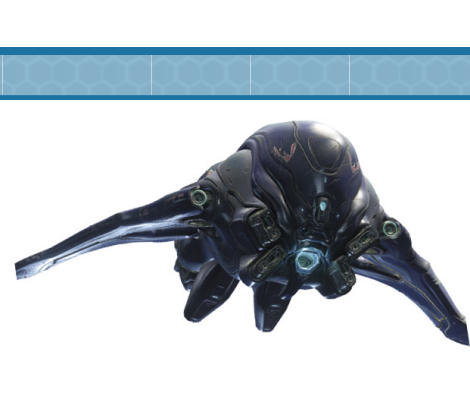
Excellent work, Spartan; now you can safely overload the reactor core. Access the core controls **40** to initiate the overload—but don't expect a big bang. Instead, a security protocol prevents the overload, and the core is automatically shuttled to a new section of the station. Move onto the room's central platform **41** and ride down in pursuit of the core.



Riding the reactor core brings you to a spacious chamber that's open to the inky vacuum of space. You arrive in the area's center **42** and must immediately find cover from the circling Covenant Banshees. Two bridges extend from the center, and both lead to similar shelters on either side of the area **43**. Hurry across either bridge, cutting down Covenant troops deployed by Spirits on your way to one of the shelters.

BIG GUN GRUNTS

Beware: When playing on Heroic or Legendary difficulty, many of the Grunts you face from this point forward wield big, yellow Fuel Rod Cannons. Their explosive blasts are devastating, so drop these Grunts with headshots as soon as you spot them.



BANSHEE

Banshees are formidable flying vessels equipped with twin Plasma Cannon Turrets and a deadly Fuel Rod Cannon. The telltale wail they emit as they fly through the sky is a warning for ground troops to take cover. Banshees boast good maneuverability and an impressive damage output, but their armor is light and easily penetrated. The Covenant has recently improved the Banshee's defenses, however, equipping current models with regenerative shields that bolster their survivability.

SPIRIT

Spirits are sizable vessels designed to transport and deploy large groups of Covenant troops to key regions of a battlefield. Occupants remain protected inside the Spirit's "arms" until they reach their destination; then the Spirit's "arms" open up to deploy the Covies to the field. While Spirits could theoretically be shot down en route to their destination, their thick armor and swift flight speed often ensure they make their drops.

FUEL ROD CANNON

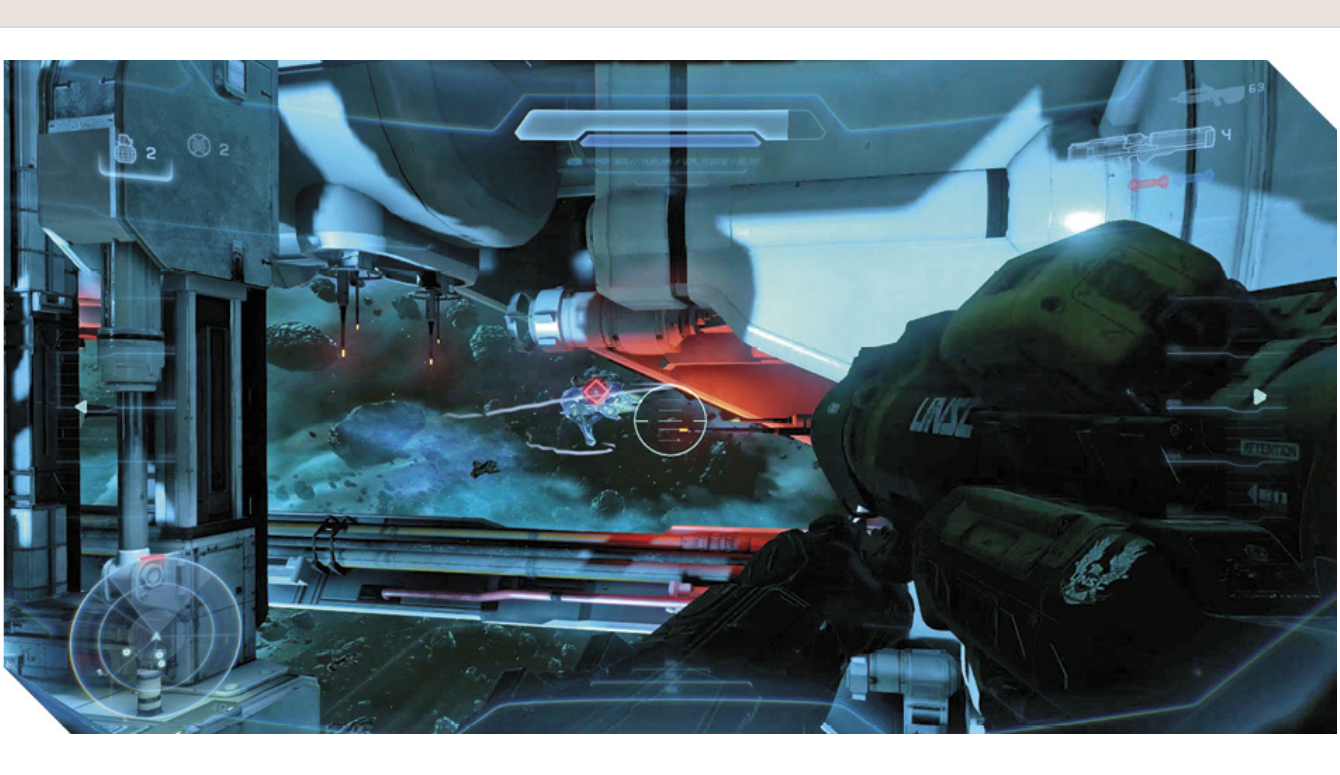
The Covenant's spin on a Sniper Rifle, the Beam Rifle is designed to fry enemy soldiers at nearly any range with its devastating jolts of lethal energy. Like the Plasma Pistol, the weapon features no magazine and can be fired as quickly as its wielder can pull the trigger—this reduces the odds that the target will manage to escape while you're reloading, but it also enables the Beam Rifle to overheat if it is fired too rapidly. Just two successive shots without pause will cause an overheat, so keep an eye on the heat gauge and try to leave short pauses between shots.

ROCKET LAUNCHER

Rocket Launchers rank among the UNSC's most powerful portable armaments. Similar to Fuel Rod Cannon blasts, rockets fired from a Rocket Launcher travel somewhat slowly but land with tremendous impact. Rocket Launchers hold less ammo than a Fuel Rod Cannon, but the weapon features a tracking system that lets you "fire and forget" once you've locked onto a target. Turn Rocket Launchers loose against vehicles and powerful ground adversaries, such as Knights and Hunters.

LEGENDARY STRATEGY

On Legendary difficulty, you don't have the luxury of time to battle the Covenant on the bridges—you've got to reach those shelters immediately, or the circling Banshees will rip you apart. Sprint straight for either shelter, pressing the Melee button to perform a Spartan Charge and knock away any Covies that get in your path. (Alternatively, drop Grunts with headshots as you sprint for the shelter, using cover to keep out of the Banshees' sights.) Once you're inside a shelter, you'll be in a far better position to defend yourself and cut down the Covenant you've just hurried past.

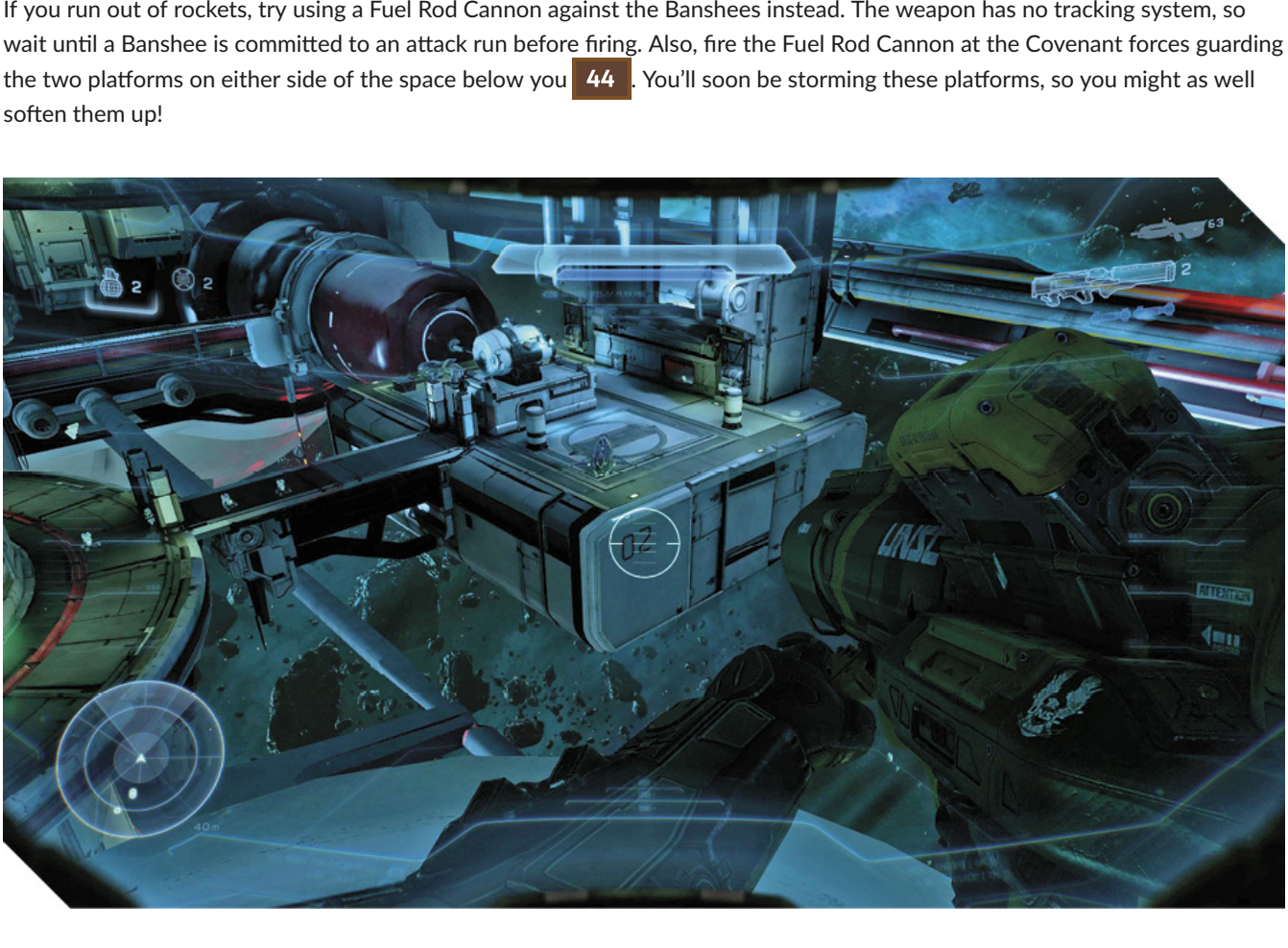


Both bridges lead to protective shelters that provide cover from the Banshees **43**. (You'll need to perform a Spartan Charge and smash through a shutter to access one of the shelters; alternatively, you can destroy the shutter with a blast from a Banshee's Fuel Rod Cannon.) Once inside, grab a Rocket Launcher (both shelters have them) and then target a nearby Banshee until you establish a lock. Once you've locked on, fire just as the Banshee turns and begins its attack run. Two direct hits from a Rocket Launcher will bring down a Banshee.

ALTERNATE APPROAC

You could hop into one of the Banshees parked near the enclosures, but doing so is risky with so many other Banshees in flight. Avoid the urge to pilot a Banshee until you've downed at least one of the others with the Rocket Launcher.

If you run out of rockets, try using a Fuel Rod Cannon against the Banshees instead. The weapon has no tracking system, so wait until a Banshee is committed to an attack run before firing. Also, fire the Fuel Rod Cannon at the Covenant forces guarding the two platforms on either side of the space below you **44**. You'll soon be storming these platforms, so you might as well soften them up!

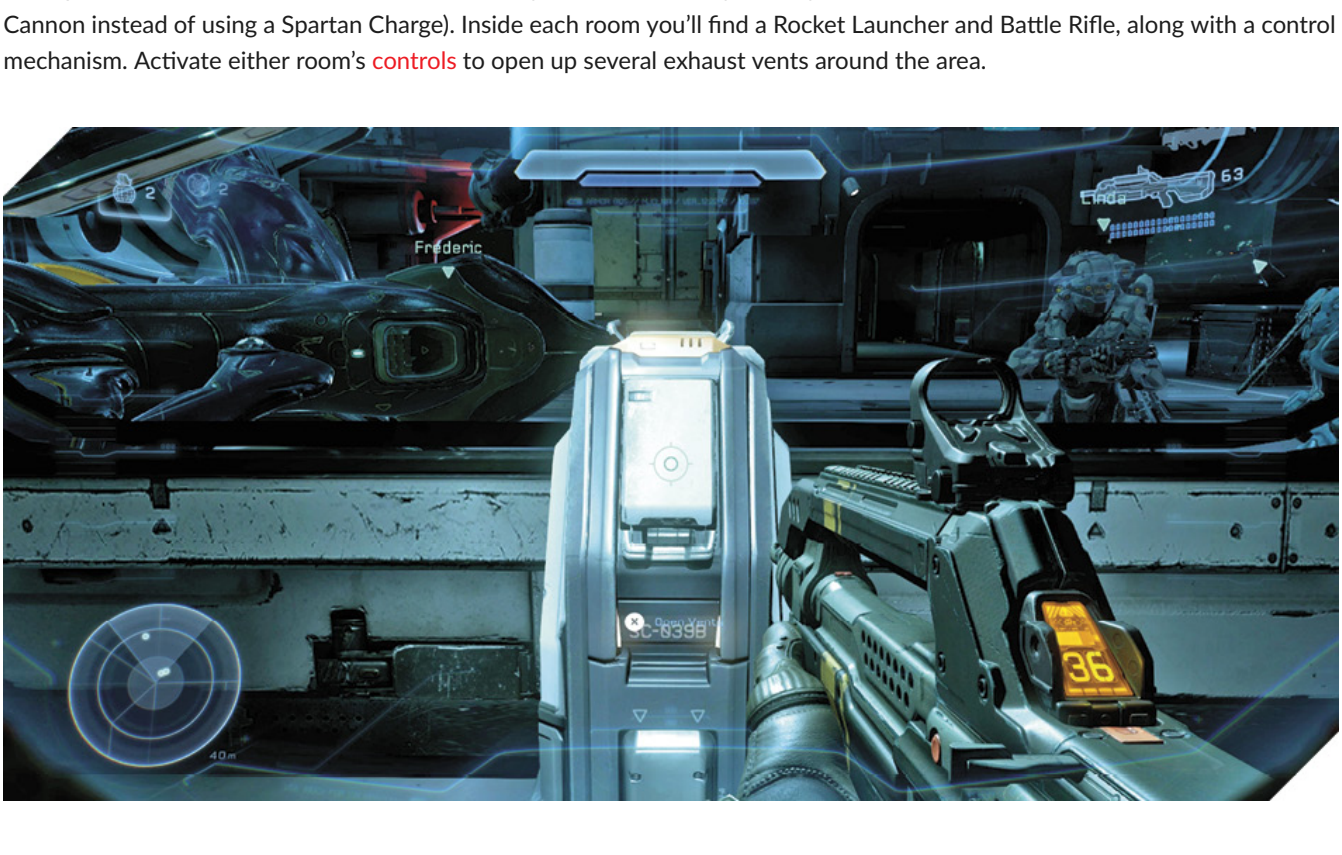


With the Banshees obliterated, the time has come to assault the platforms below you **44**. Hop into one of the Banshees parked near either enclosure and take flight. Now that you've downed the enemy Banshees, you have total dominance over the air. Simply avoid any incoming Fuel Rod Cannon blasts as you unload on the hapless Covenant forces below.

BANSHEE BENEFITS

Press the Switch Weapon button to toggle between the Banshee's Plasma Cannon Turrets and Fuel Rod Cannon. Use the Smart-Link button to gain a burst of speed, and press the Throw Grenade button to perform evasive maneuvers that change depending on your flight path.

After clearing the Covies off one of the platforms, land and then smash into the nearby control room with a Spartan Charge (both platforms feature similar control rooms, and you can also blast your way into these rooms with a Banshee's Fuel Rod Cannon instead of using a Spartan Charge). Inside each room you'll find a Rocket Launcher and Battle Rifle, along with a control mechanism. Activate either room's controls to open up several exhaust vents around the area.

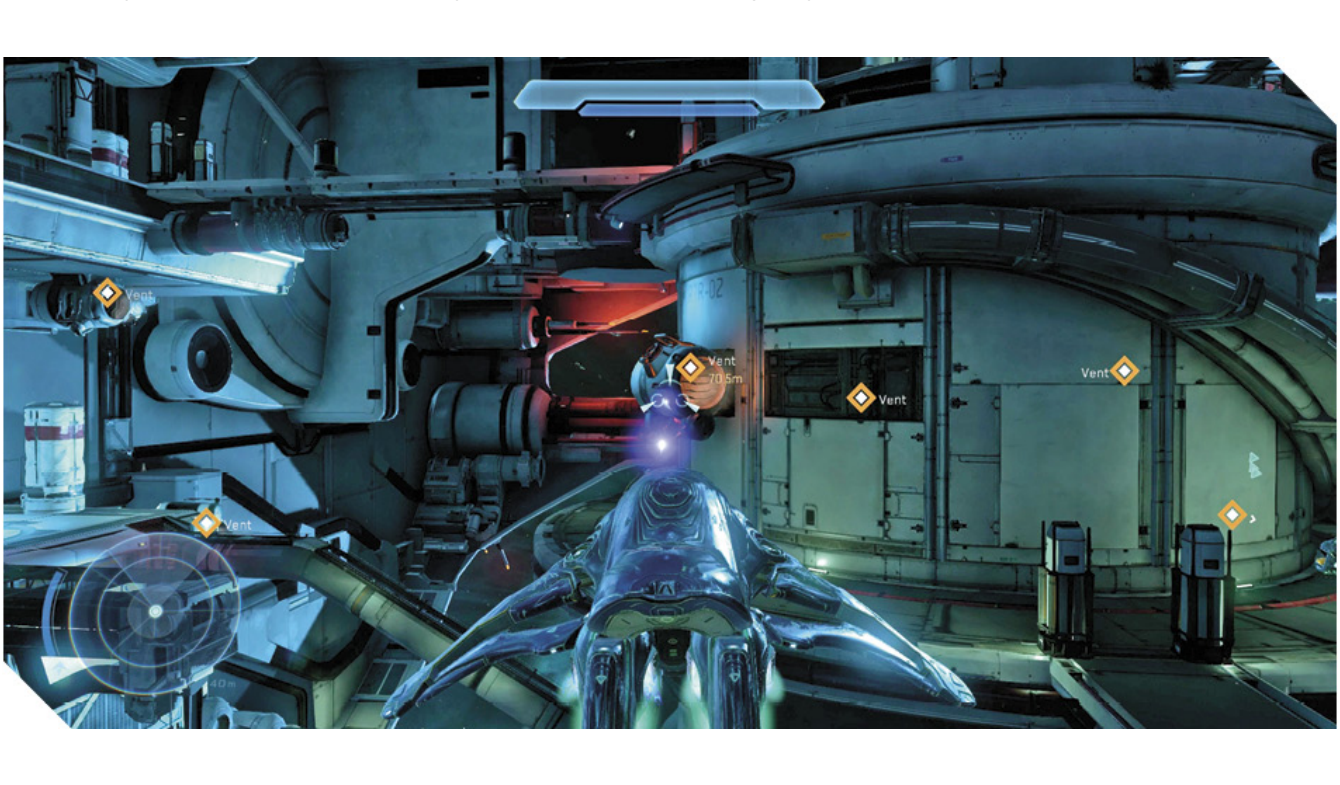


Opening the vents triggers the arrival of more Banshees and a Covenant Phantom dropship, which deploys more Covenant troops around the area. Exit the control room with your Rocket Launcher at the ready and blast the Banshees from the sky. The Phantom can be downed as well, but it takes many more hits. Hunt it down with a Banshee if you like, or simply pick off the troops it deploys after it leaves.

PHANTOM

Phantoms are the Covenant's workhorses, deploying troops into the hottest of hot spots while repelling enemy advances with their powerful Plasma Cannon Turrets. Slower than Banshees, Phantoms sport much thicker armor, helping them survive through intense combat situations. They're not indestructible, just rugged enough to ferry troops into perilous environments. Unless they're hammered by anti-air defenses, Phantoms are usually tough enough to survive the trip.

Now for those vents. Board a Banshee and use it to destroy every vent in the area, being careful not to sustain too much damage. Press the Tracking button to detect all of the vents, and use the Banshee's Fuel Rod Cannon to obliterate each one in turn. Trade your Banshee for a fresh one if yours catches fire; there are plenty to choose from.



With all of the vents destroyed, the reactor core will soon overheat and go critical. The time has come to leave, but Banshees aren't fast enough to escape the looming reactor breach. You'll need to steal a speedy Prowler, and Frederick locates the entrance to a nearby hangar, where one is likely to be found **45**. Land your Banshee near the hangar and then advance on foot.

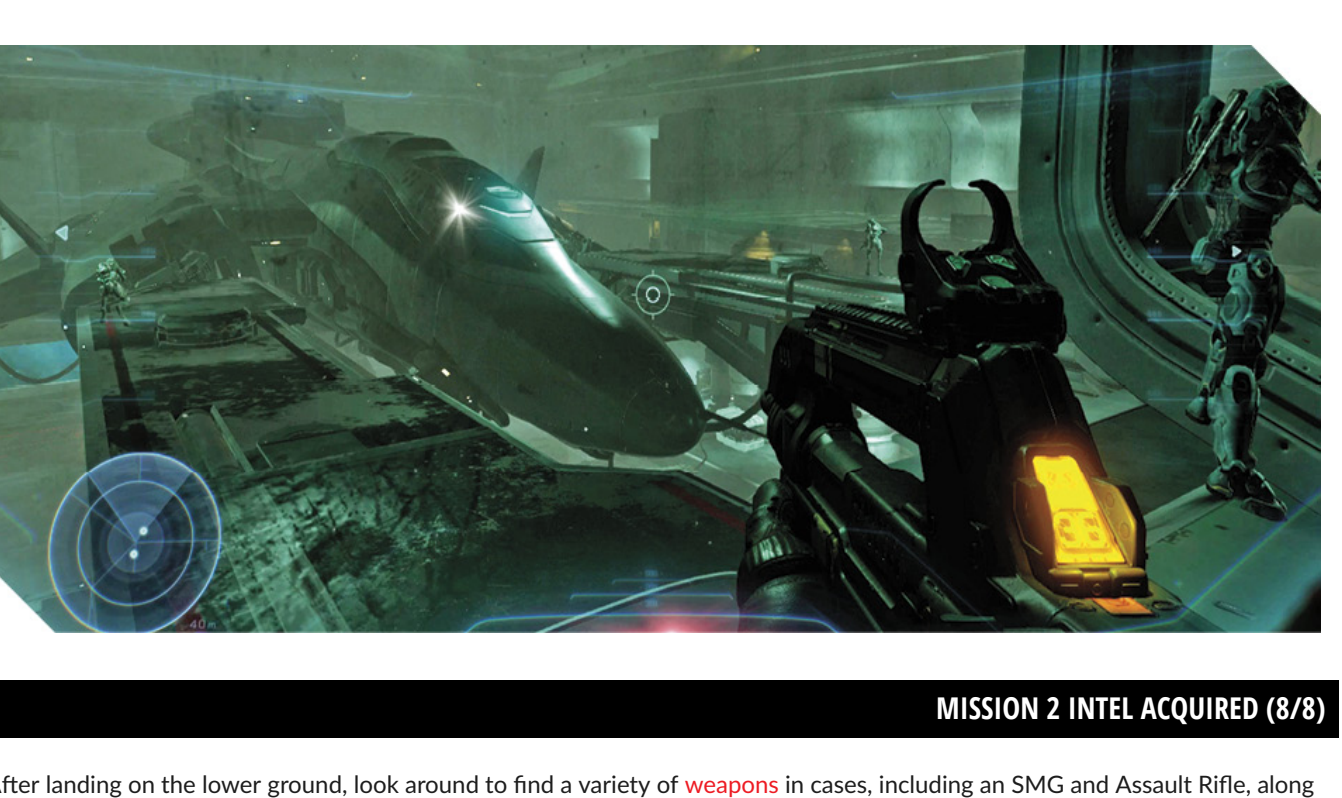
SAW

Utilizing a drum magazine, SAWs (Squad Automatic Weapons) are designed to unleash a massive spread of high-caliber rounds in the blink of an eye. Think of them as a marriage of the SMG's intense firing speed with the Assault Rifle's range and power. SAWs unload their rounds so quickly that the weapon can shred through armor, energy shields, and flesh alike, all with blistering haste. The SAW's recoil and muzzle flare are so intense that even Spartans have difficulty handling these mighty firearms.

RAILGUN

Few weapons combine exceptional range, accuracy, and lethality quite as seamlessly as the UNSC's Railgun. The weapon takes a few seconds to charge, and then a high-explosive, armor-piercing shell is delivered to the Railgun's most unfortunate victim. Railguns are absolutely deadly and can bring down Hunters, Knights, and even armored vehicles in short order. Ensure you have a more adaptable weapon as a backup, however, for the Railgun's long firing delay and single-shell ammo capacity make it one of the least-versatile weapons around.

There's the Prowler! Looks like it's under Covenant guard. Inspect the computer station to the left of the lookout window **46** for the mission's last piece of intel, then round the corner ahead and drop to lower ground.

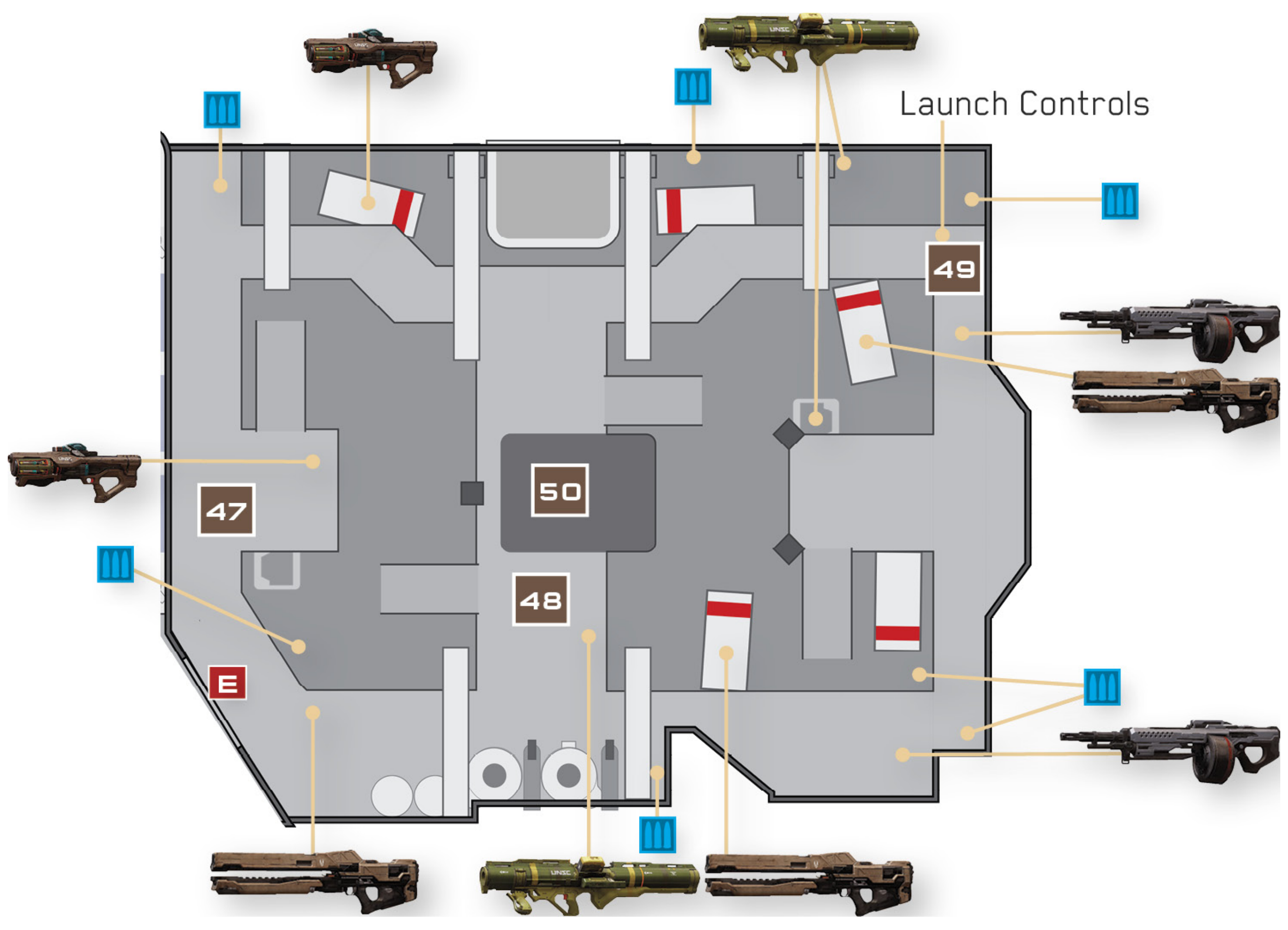


MISSION 2 INTEL ACQUIRED (8/8)

After landing on the lower ground, look around to find a variety of weapons in cases, including an SMG and Assault Rifle, along with a mighty SAW and Railgun. You can return here to swap weapons or restock your ammo, so remember this fallback location. Load up before approaching the giant bay door, which leads into the hangar.

Mission 2: Blue Team

Major Firefight: Hazardous Hangar



OBJECTIVE: ESCAPE

Only the Prowler is fast enough to aid your escape from Argent Moon, but stealing it won't be easy. A host of Grunts guard the vessel, backed by an Elite Zealot that's armed with an Energy Sword and cloaked in Active Camouflage. Many of the Grunts here carry Fuel Rod Cannons, making them quite deadly.

RECOMMENDED LOADOUT

You'll be killing a lot of Grunts in the hangar at first, so practically any weapon will work. The SAW is excellent; you'll definitely find it useful against the Energy Sword Zealot. Grab it and either an SMG or Assault Rifle to start with, and fall back out of the hangar for more ammo as needed.

Remain on the hangar's entry ledge **47** and unload on as many hostiles as you can. Beware of Grunts armed with Fuel Rod Cannons—listen for the weapon's clunky firing sound and prioritize those Grunts first. An Energy Sword Zealot cloaked in Active Camouflage also lurks on the middle walkway **48**; use a SAW or SMG to bring it down fast.

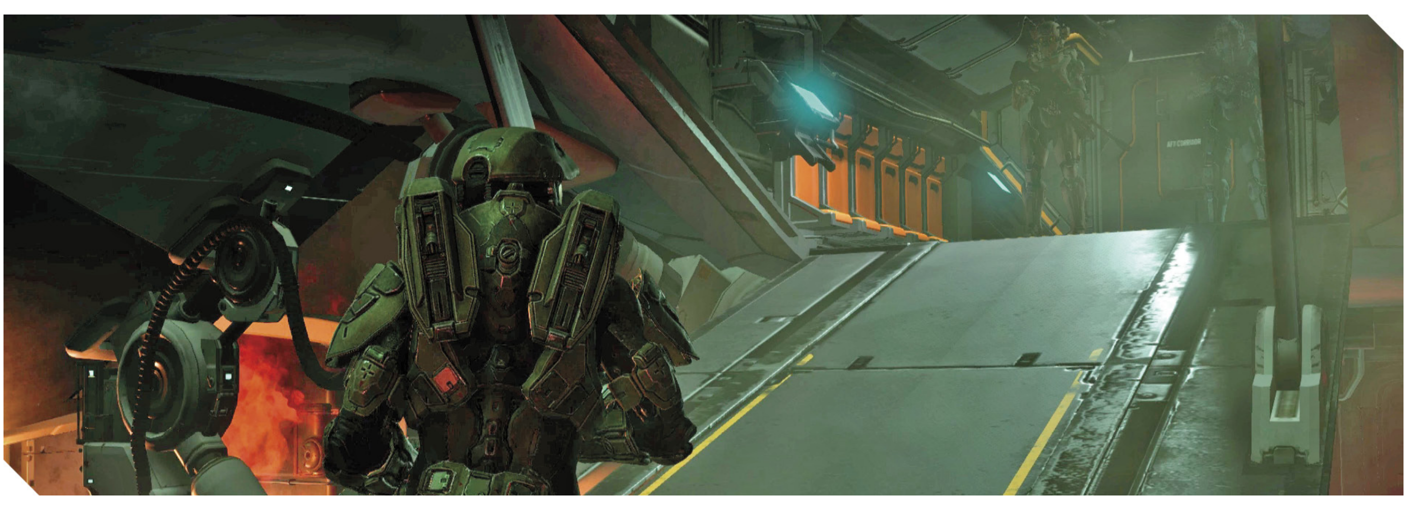
LEGENDARY STRATEGY

Those Grunts are really worked up during Legendary difficulty. They fire their Fuel Rod Cannons with such fury that you'll spend the majority of the battle backing up. Don't advance from the hangar's entry ledge until you're certain you've neutralized all of them, and fall back for additional weapons and ammo as needed.

Explore the hangar after things settle down and look for useful ammo caches. Keep your SAW (you can find more ammo for it around the room), but trade your other weapon for a Storm Rifle dropped by a defeated foe. When you're ready to advance, press the Tracking button to locate the Prowler's launch controls **49**. Activate them to begin prepping the Prowler for launch.

Additional Covenant forces arrive after you activate the Prowler's launch controls. Keep to the hangar's outside edges and use the SAW to mow down foes that get too close. Additional Covenant forces will arrive before long, so don't let your ammo run low.

The Prowler will be ready to launch by the time you've neutralized all threats. Head to the hangar's center **50** and board the Prowler to make good your escape from the doomed Argent Moon.



ACHIEVEMENT: I THOUGHT I'D LOST YOU (PART II)

Kelly
Frederic

If you successfully snuck past the Hunters back in the lab, they'll storm the hangar along with the other Covenant reinforcements that appear after you activate the Prowler's launch controls. Use the available Hydra Launcher, Rocket Launcher, and Railguns found around the hangar to batter the Hunters with heavy explosives. If you draw too much fire, duck into the hangar's spacious underbelly and give the Hunters the slip.

Mission 3: Glassed

Mission Briefing

"You're not the only one here because of him."

The Master Chief's exploits on Argent Moon came with an unexpected surprise: a shadowy vision of Cortana. Believing the vision to be a message from the AI, Chief has decided to disobey direct orders and go AWOL in search of her. Lacking alternatives, Captain Lasky is forced to order Fireteam Osiris to pursue Blue Team to Meridian: a backwater planet that was the victim of a Covenant glassing several years ago. Although reluctant about their mission, Fireteam Osiris wastes no time in traveling to Meridian in search of Blue Team.

Master Chief has disobeyed direct orders and must be apprehended. Your mission is simple, but far from easy: Search Meridian for signs of Blue Team and bring them back to Infinity at all costs.

Enemies Encountered

CRAWLER

KNIGHT

SOLDIER

Vehicles Encountered

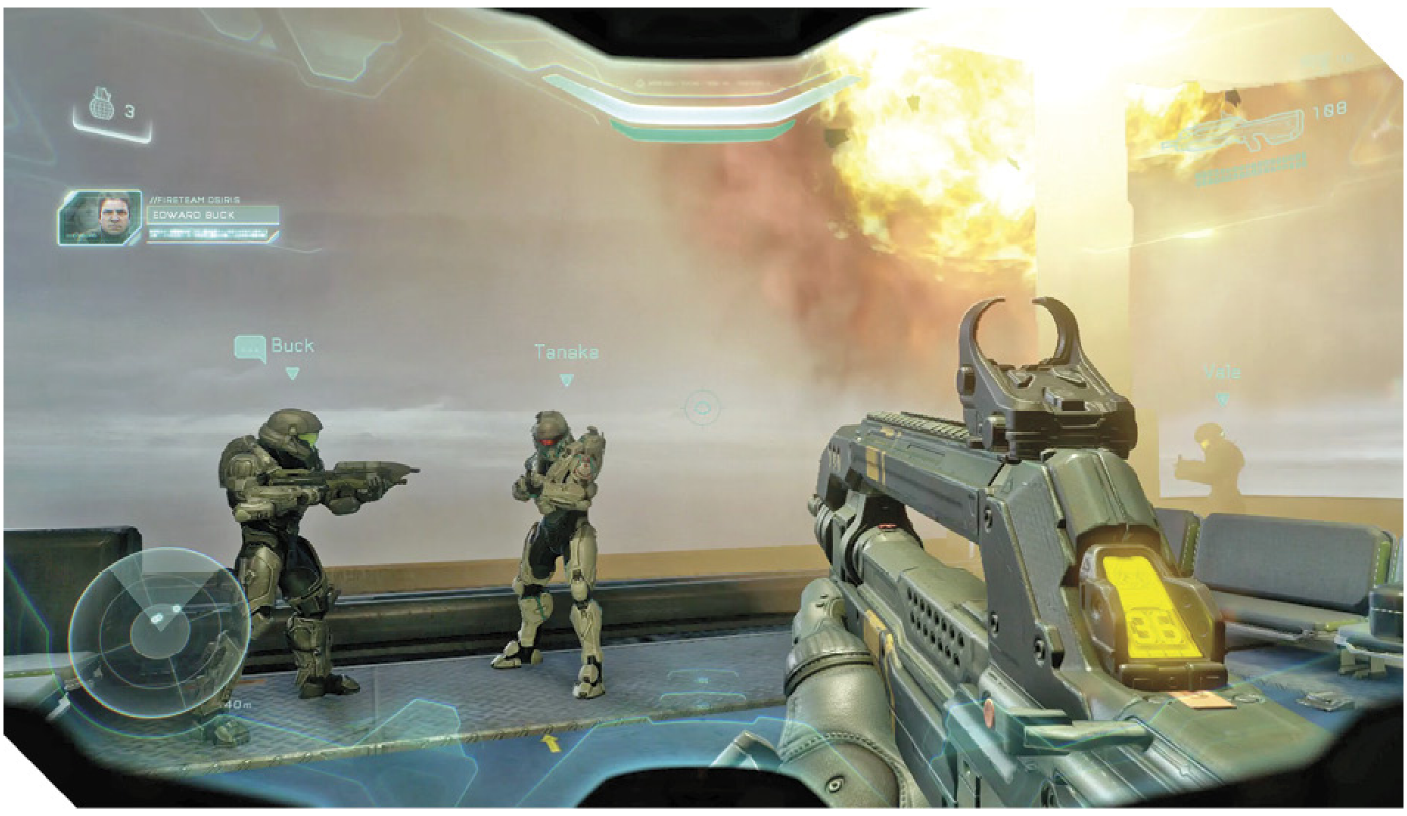
MONGOOSE

SCORPION TANK

WARTHOG

Objective: Proceed to Meridian Station

During their long descent in Meridian's space elevator, Fireteam Osiris is suddenly swept up into unexpected conflict. Prometheans are staging an all-out assault on the planet, and Meridian's citizens, led by the gruff voice of Governor Sloan, are struggling to defend themselves. Step off the space elevator and follow an armed man to a massive security door 1.

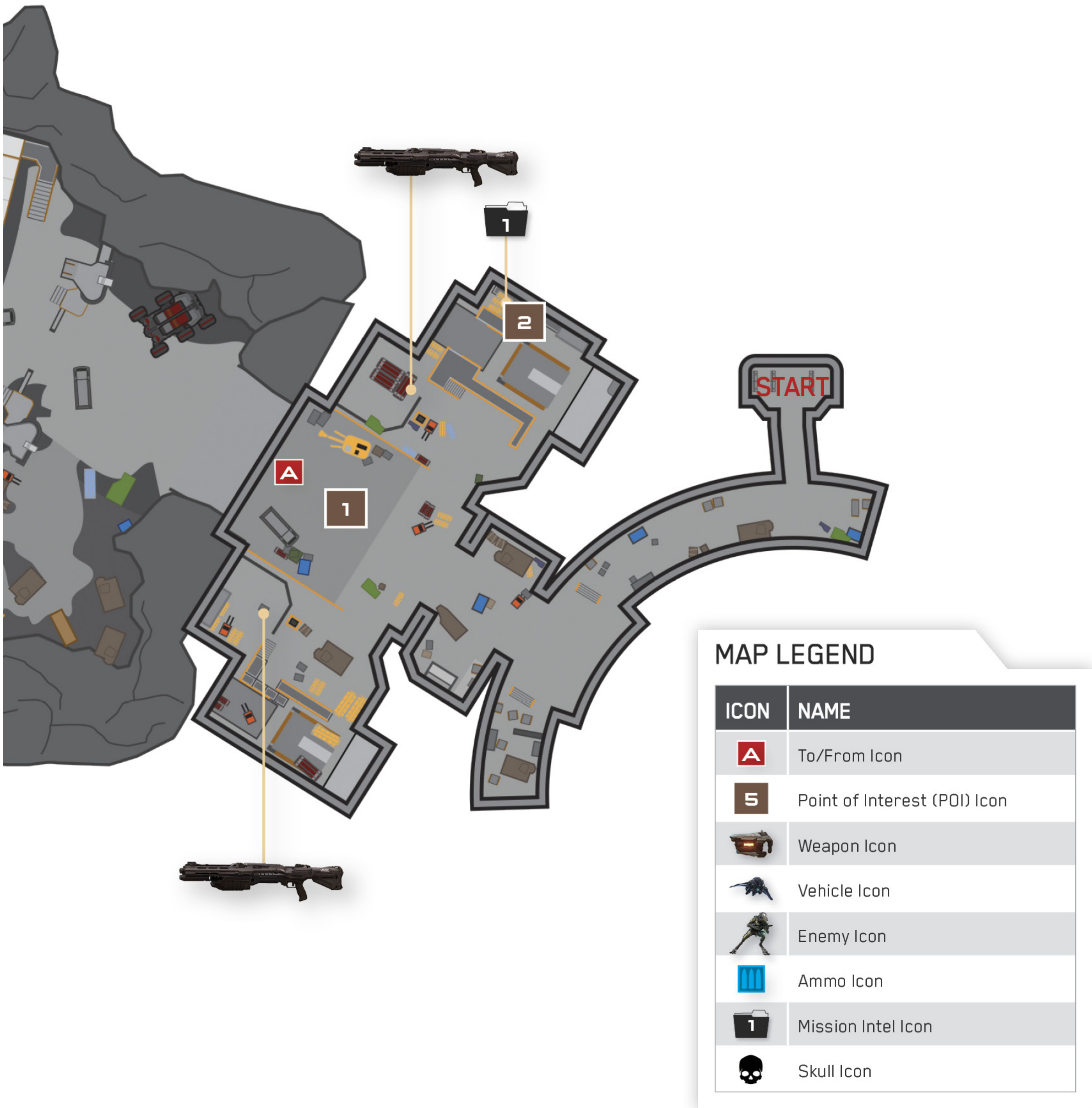


LISTEN UP

Approach the citizens around the space elevator's lobby to eavesdrop on their conversations and learn more about the situation at hand.

Mission 3: Glassed

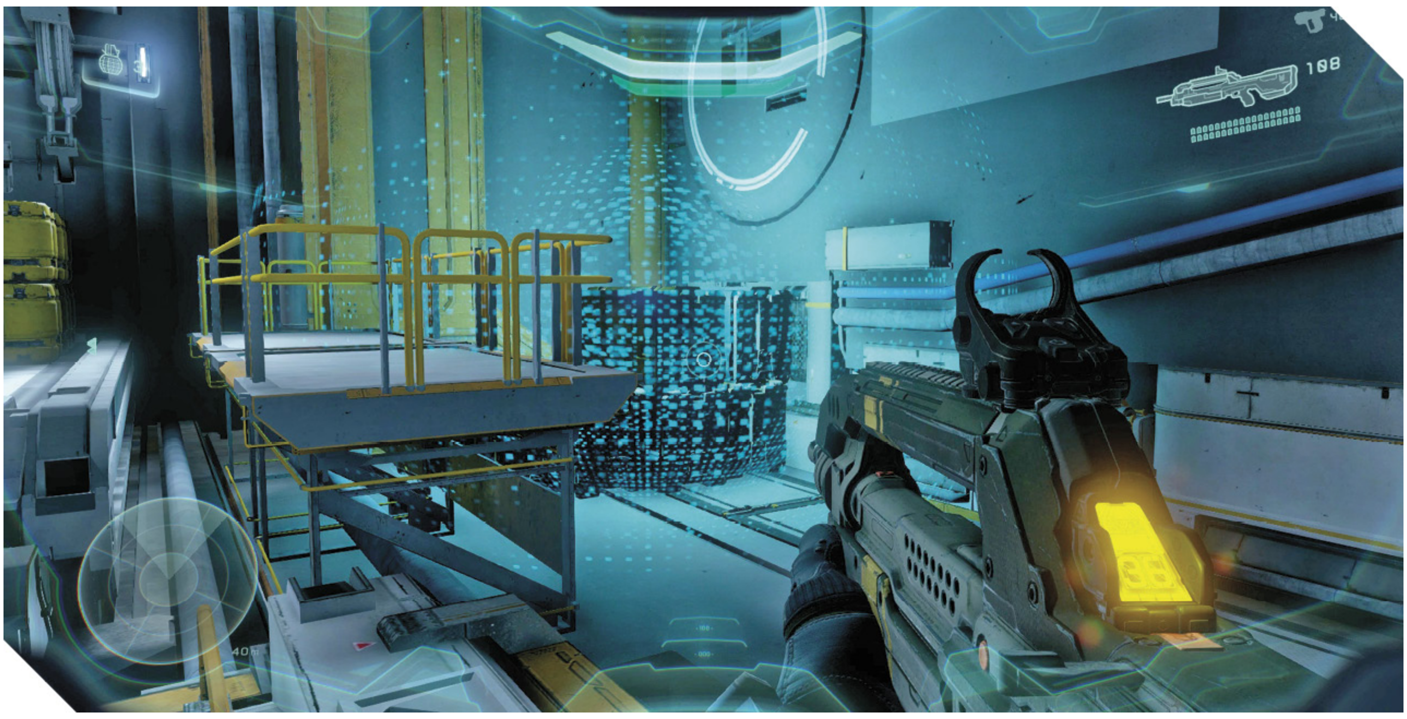
Strangers in a Distant Land



MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
▥	Ammo Icon
1	Mission Intel Icon
☠	Skull Icon

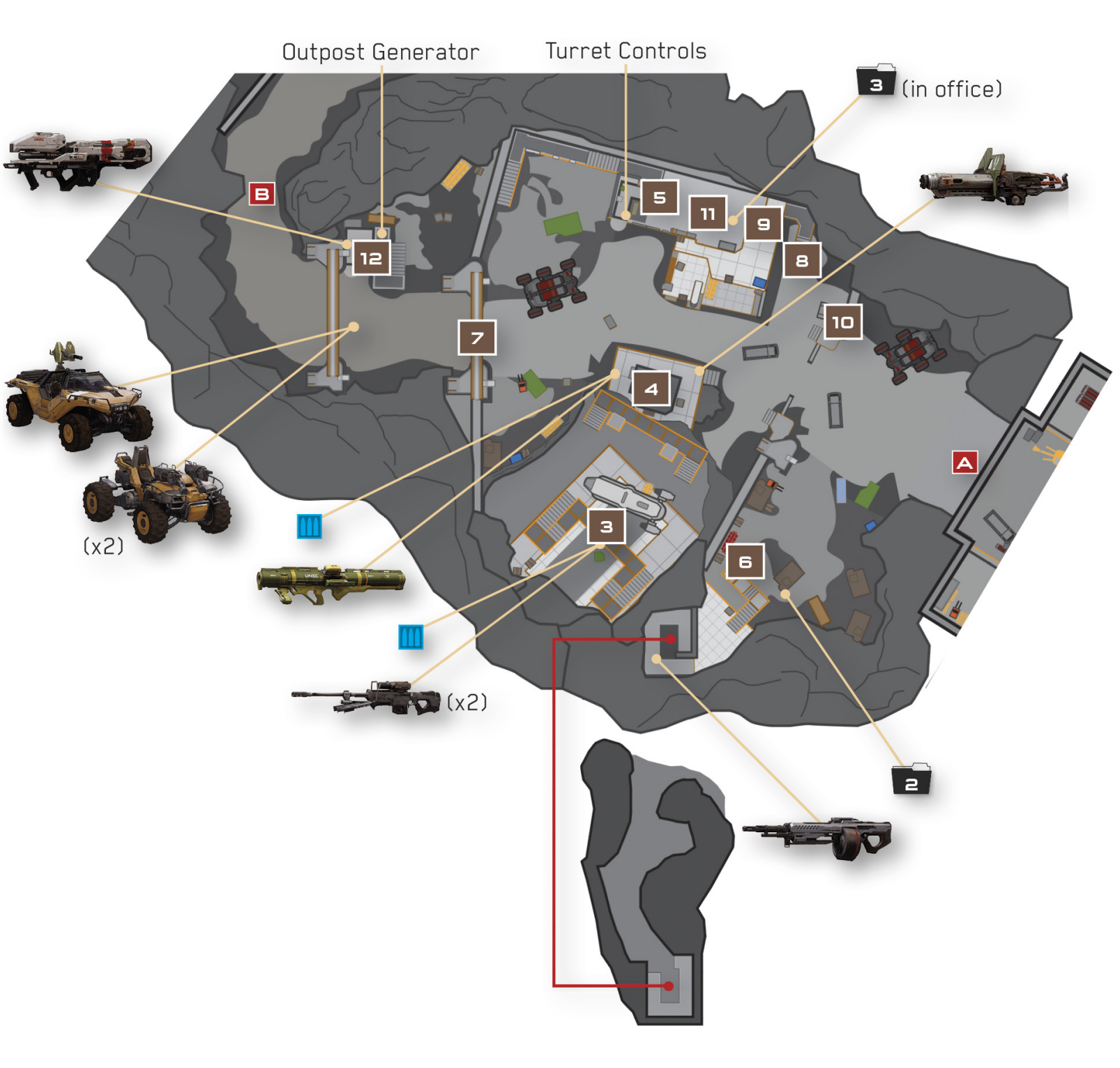
It takes a moment for Meridian's frightened yet mobilized citizens to open the security door. While waiting, press the Tracking button to engage Artemis and locate a UNSC data pad atop the stacked crates in the far-right corner 2. Scan the pad for some intel.



MISSION 3 INTEL ACQUIRED (1/6)

HALO 5 GUARDIANS
CAMPAIGN WALKTHROUGH

Mission 3: Glassed
Major Firefight: Space Elevator Outpost



Crawlers and Soldiers have overrun the outpost that lies on the other side of the space elevator's security door. This has forced Governor Sloan to institute a lockdown, which is preventing Osiris from advancing beyond the outpost. You can't advance until you've brought down the outpost's security gate. Neutralize all threats to end the security lockdown, or simply destroy the generator that powers the outpost's security gate to end the lockdown in short order. Sniper Rifles and heavy weapons can be found on the left, while controls for the outpost's auto-turrets are on the right.

RECOMMENDED LOADOUT

Locke's starting Battle Rifle and Magnum will serve you well in the spacious yard beyond the security door. If you prefer the run-and-gun approach, grab one of the Shotguns found in the space elevator lobby. Once you're out in the thick of it, you'll have access to Sniper Rifles, DMRs, Chaingun Turrets, and even a Rocket Launcher.

Cut down the first few Crawlers that rush you as you exit the space elevator lobby. You face a choice after that: Go left to reach an elevated vantage with two Sniper Rifles 3 and easy access to a heavy weapons shed 4, or go right to reach the outpost's automated turret controls 5, which you can activate to help you cut down the constructs. We recommend starting with the sniper perch on the left 3; see the "Alternative Approach" section to learn more about activating the auto-turrets.

CO-OP APPROACH

Playing with Co-op buddies? Split up into pairs, sending one group over to the sniper perches on the left 3 and the other group to activate the turret controls on the right 5.

ACHIEVEMENT: SHOOT FROM THE HIP

Complete this mission without ever using Smart-Link to sight enemies and you'll earn an Achievement at the end! If you're playing in Co-op mode, be sure to tell your friends not to use Smart-Link, either; if anyone does, none of you will earn the Achievement.

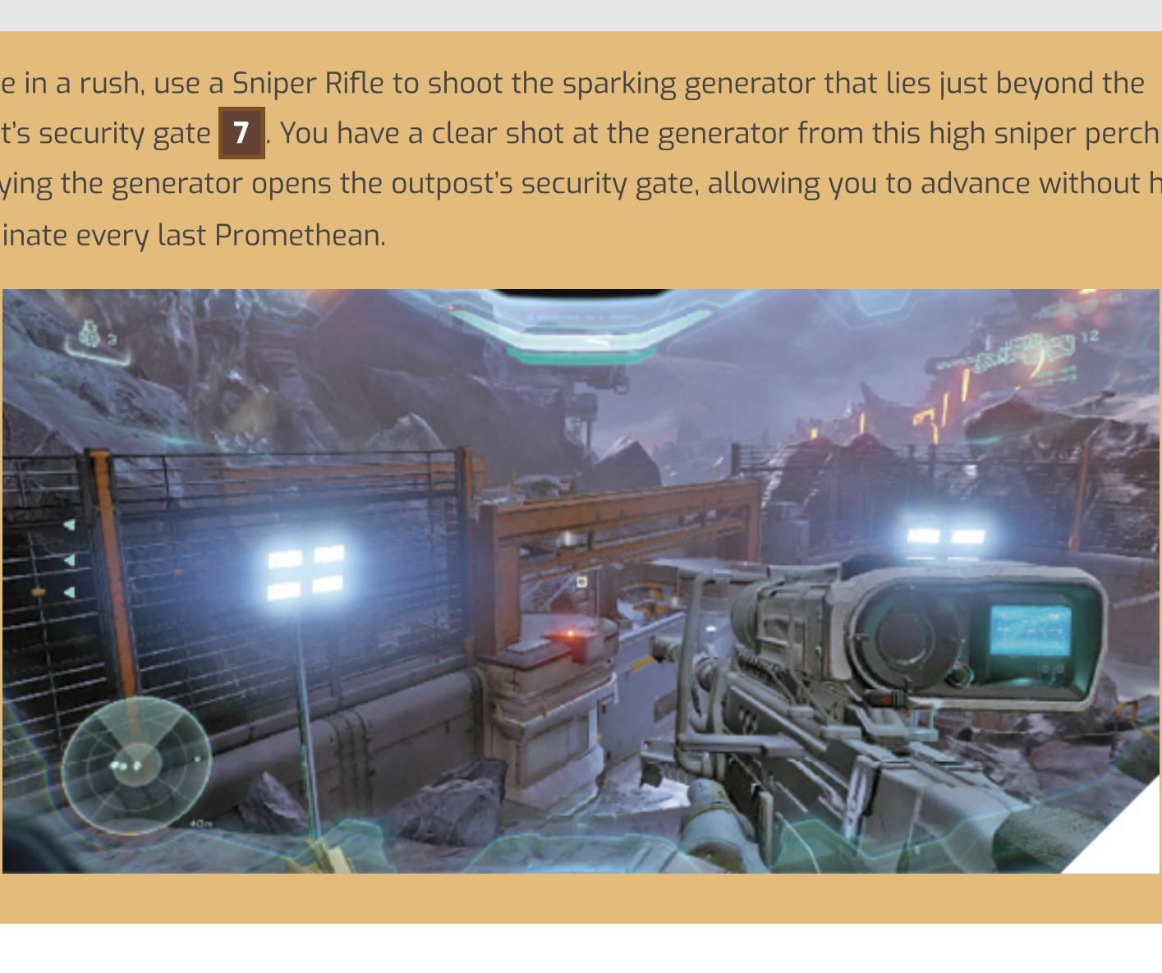
Go left to reach the sniper perch, heading for some stairs 6. Before you reach them, fire up Artemis to detect a radio on a crate to your right. Scan the radio to unlock new Mission Intel, then go upstairs.

MISSION 3 INTEL ACQUIRED (2/6)

Keep going up until you reach the outpost's highest walkway, where you discover an ammo crate and two Sniper Rifles 3. Crouch behind the walkway's low railing and fire at the Promethean forces below. Prioritize Soldiers with the Sniper Rifle; switch to the Battle Rifle or Magnum to pick off Crawlers.

DESTROYING THE GENERATOR

If you're in a rush, use a Sniper Rifle to shoot the sparking generator that lies just beyond the outpost's security gate 7. You have a clear shot at the generator from this high sniper perch. Destroying the generator opens the outpost's security gate, allowing you to advance without having to eliminate every last Promethean.



LEGENDARY STRATEGY

It pays to take out the generator during Legendary play. This not only allows you to leave the area sooner, but also prevents some of the Prometheans from spawning—including the deadly Knight that arrives with the final wave.

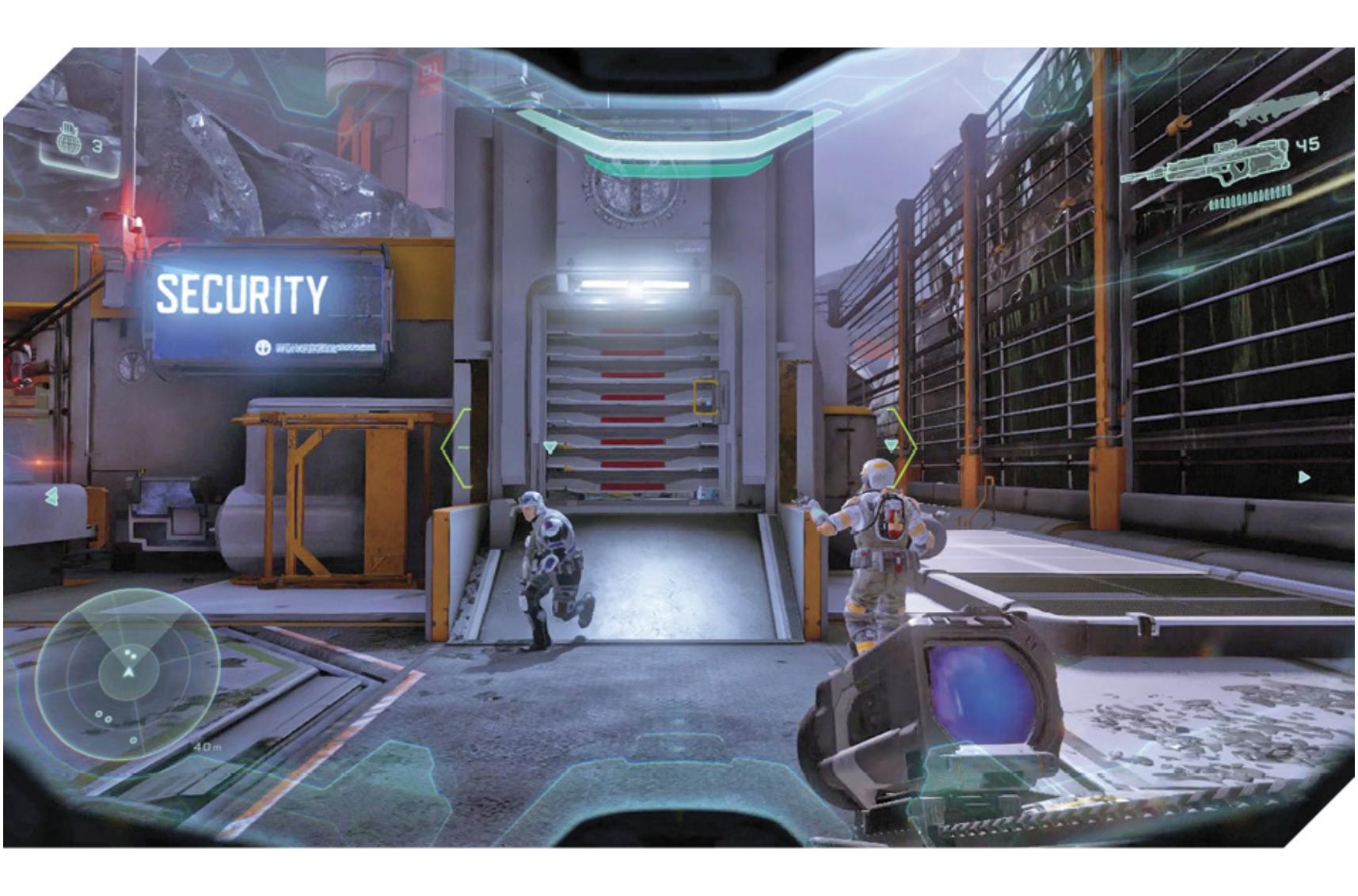
After thinning the enemy ranks from the sniper perch, drop to lower ground and run through a small cargo ship. Drop to a lower walkway and trade your empty Sniper Rifle for the DMR you discover there. Pick off some more Prometheans, then perform a Ground Pound to smash through the vented roof of the nearby supply shed 4. Simply jump, hold the Melee button in midair to initiate a Ground Pound, and then aim at the vent and release the Melee button to execute the Ground Pound and smash through.

The supply shed is a secure shelter that's stocked with a Rocket Launcher and several Frag Grenades. Ammo up before pressing the panel on the wall to open the door and return to the action. If you like, use the nearby Chaingun Turret to cut down more Prometheans before sprinting across the yard and heading for the stairs that lead up to the opposite platform 8.

CHAINGUN TURRET

When human troops need to defend vital terrain, they often deploy Chaingun Turrets. The powerful Chainguns affixed to these turrets rapidly pump out high-caliber rounds, making them ideal for shredding through ground troops. Like other turrets, Chainguns never run out of ammo as long as they're affixed to their mount. Detaching the Chaingun from its mount allows you to wield the weapon while on the move; however, the Chaingun's ammo supply becomes limited once it has been detached.

Go upstairs and climb some covered crates 9 to quickly reach the top of the outpost's right platform. Here, you discover a small security office that's sealed by a shutter 5. Perform a Spartan Charge and smash through the shutter, then activate the panel you discover in the small room beyond to fire up the auto-defense turrets around the yard. Grab more DMR and Magnum ammo before leaving the room.



With the defense turrets firing on the Prometheans, the battle sways in your favor. Remain on the platform (climb up to the security station's roof if you like) and pick shots at the lingering hostiles. A formidable Knight joins the battle when reinforcements arrive; unleash your Rocket Launcher on the Knight, then finish it off with smaller arms.

▶ NO KNIGHT

The Knight won't arrive if you end the lockdown by shooting the generator as described in the previous tip.

ALTERNATE APPROACH

If you prefer, you can start this battle by going to the right and smashing into the security office to activate the auto-turrets. You can crouch through a small hole in the wall at 10 to reach the stairs on the right 8 quickly and safely. After climbing the crates 9 and activating the auto-turrets 5, you'll then want to work your way over to the left to reach the sniper perch 3 and heavy weapons shed 4. There's no wrong way to do it, as long as the lockdown is ended.

The security lockdown ends after all Promethean threats have been neutralized. Before rushing onward, take a moment to pop into the control room on the right platform's middle level 11, where you discover a UNSC data pad resting on the arm of a chair. Inspect the data pad to unlock new intel.

MISSION 3 INTEL ACQUIRED (3/6)

When you're ready to advance, proceed through the now-open gate to find a Warthog and two Mongooses deployed just ahead. The Mongooses have grenade launchers affixed to their fronts—Mongooses like these are affectionately known as Gungooses. Hop into any vehicle and allow the rest of Fireteam Osiris to do the same. (Press the Issue Orders button to direct them to specific vehicles if you like.)

SPARTAN'S BEST FRIEND

Before speeding off on your Warthog or Gungoose, check the nearby watchtower 12 to discover a powerful Spartan Laser that you or a teammate should grab.

WARTHOG

Warthogs are swift, sturdy military jeeps designed to transport troops across rough and dangerous terrain. Many Warthogs feature a powerful mounted turret that a teammate can man by hopping into the back of the vehicle. Another teammate can ride up front next to the driver and unleash whatever weaponry they happen to be brandishing. Warthogs are fast and maneuverable, but they won't last long when pitted against superior firepower. Use its speed to present a challenging target, and immediately abandon the vehicle if it sustains heavy damage and catches fire.

MONGOOSE

Similar to (but smaller than) Warthogs, Mongooses are compact four-wheelers used to whisk troops to key positions on the field. They can support up to two occupants: a driver and a passenger, who can hop on the back. The driver has no form of weaponry, unless the Mongoose has been outfitted with twin grenade launchers; then the driver can fire grenades at will. (Mongooses with grenade launchers are known as Gungooses.) A Mongoose's passenger can unleash personal firearms to pepper pursuers with whatever weaponry he or she happens to be wielding.

SPARTAN LASER

The Spartan Laser is one of the few UNSC directed-energy weapons. While this means extra ammo can't be collected for the Spartan Laser, the four devastating blasts that can be unleashed from a fully charged Spartan Laser are likely enough to annihilate any target. Like Railguns, Spartan Lasers must charge briefly prior to firing. This gives the enemy a chance to seek cover or dodge the shot, causing you to waste precious energy. Level the Spartan Laser at stationary threats or at larger, slower targets, such as Hunters and Knights, to ensure that its devastating shots find their mark.

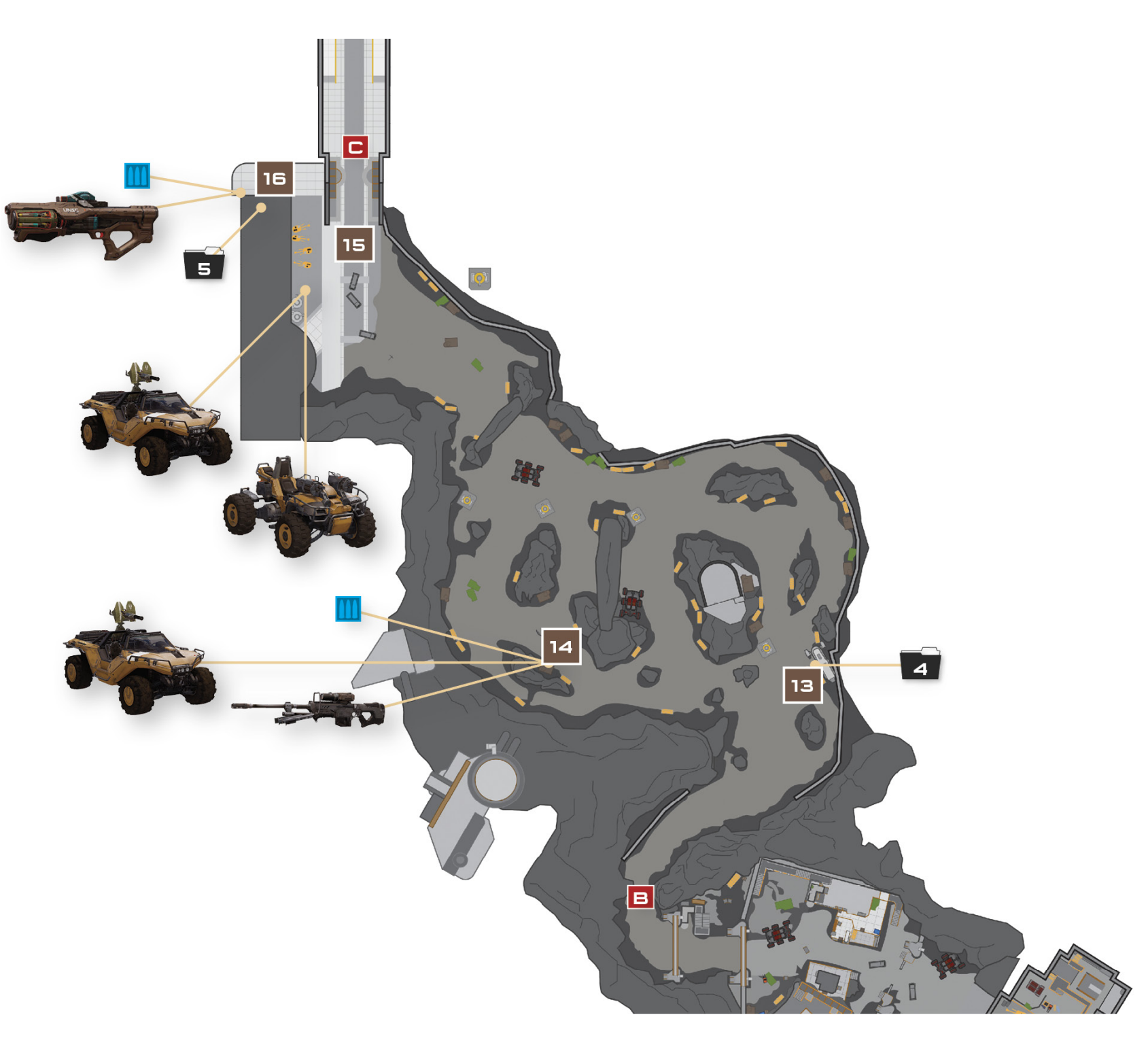
ACHIEVEMENT: GOING THE DISTANCE

Vehicular combat plays a large roll in this mission from this point forward. However, if you wish to earn this Achievement, you must avoid using vehicles for the entire mission. Don't drive any vehicles, and don't use any of their attached weapon systems. Remain on foot, exploiting stationary turrets and power weapons, such as Rocket Launchers and Sniper Rifles, to see things through. It won't be easy, so consider playing on a forgiving difficulty setting.

Motor down the road that follows, taking note of a downed Pelican on your right 13. Hop out of your vehicle for a moment and engage Artemis near the Pelican to pinpoint a radio that's come loose. Scan the radio to unlock a new piece of Mission Intel, then return to your vehicle and roll onward.

MISSION 3 INTEL ACQUIRED (4/6)

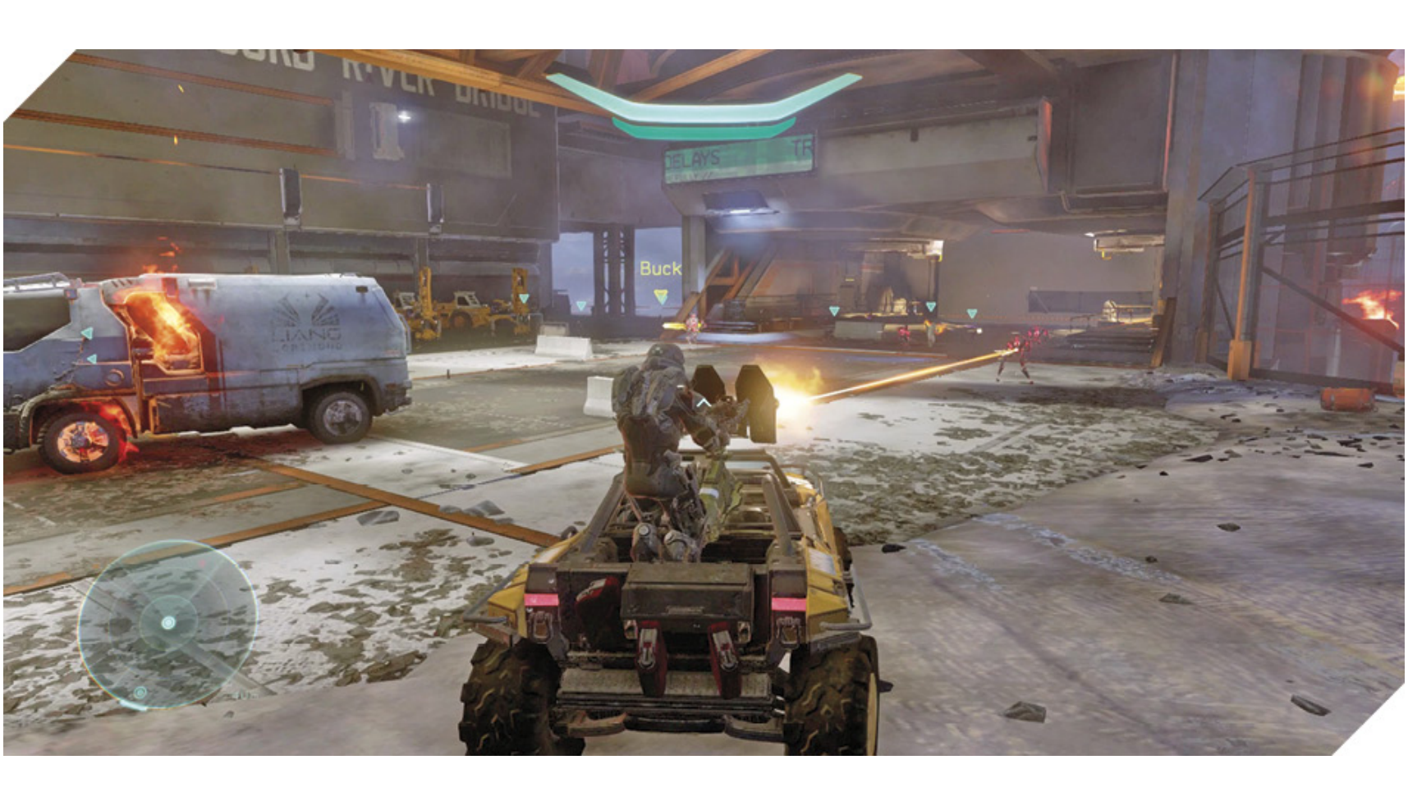
Battle more Prometheans as you advance along the looping roads that follow. Stay mobile to pose a difficult target, but don't motor too far ahead or you risk being overwhelmed. Unload with your Mongoose's grenade launchers, or simply maneuver your Warthog into position so that your gunner has a clear shot at the constructs. If any vehicles become damaged, you can find a fresh Warthog parked at 14—plus a Sniper Rifle and DMR on the ground.



LEGENDARY STRATEGY

Vehicles don't seem to last very long on Legendary. Pay attention to the state of yours, and abandon it the moment it catches fire. Make use of the fresh Warthog and weaponry found along the road at 14 as you motor through this dangerous stretch. Also, beware of Splinter Turrets tossed by Soldiers along the road, and be sure to avoid the persistent death clouds they leave behind!

Keep advancing until you approach a bridge that's being assaulted by Prometheans 15. Meridian's militant civilians have locked down the bridge, but communications with Governor Sloan indicate that they may open it for you if you help them secure it. Wipe out the surrounding Prometheans to secure the bridge, then wait until Governor Sloan opens it for you.



As you wait for Governor Sloan to open the bridge, hop off your vehicle and check the scenic viewing area to the left 16 to discover a DMR, Hydra Launcher, and Battle Rifle. Use Artemis to detect a UNSC data pad on the nearby table. Scan it for some intel, then return to your vehicle and speed across the bridge.

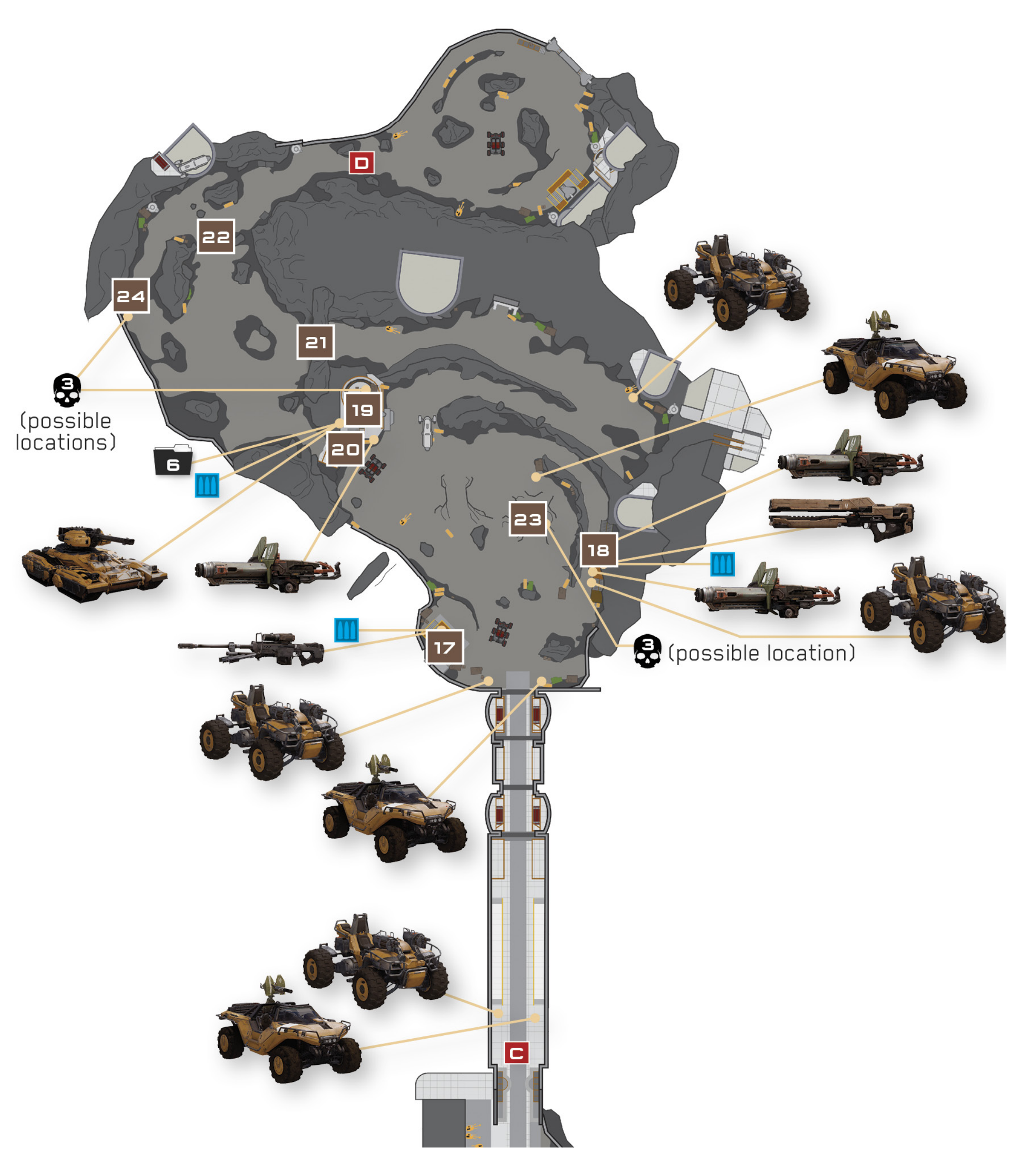
MISSION 3 INTEL ACQUIRED (5/6)

HALO 5 GUARDIANS

CAMPAIGN WALKTHROUGH

Mission 3: Glassed

Major Firefight: Beyond the Bridge

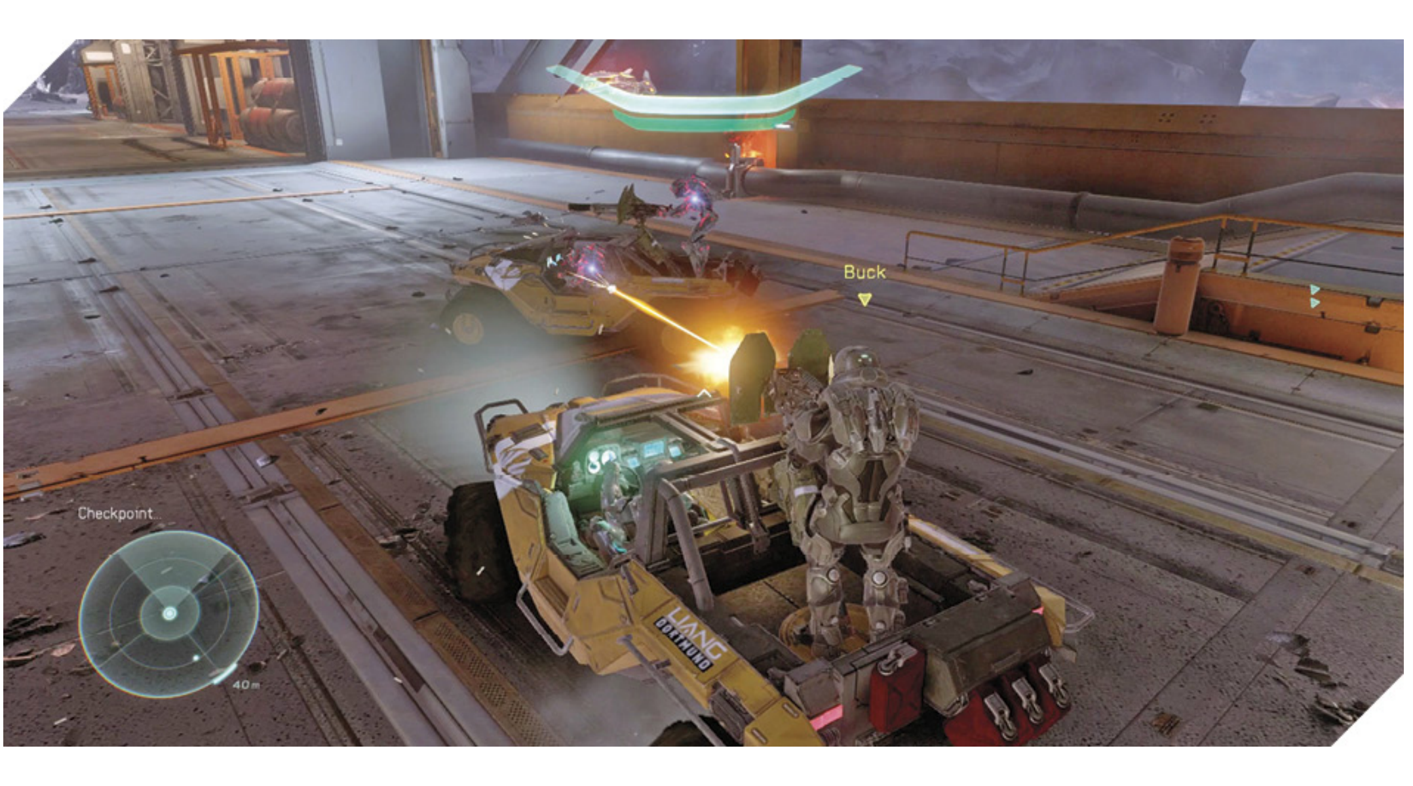


Crossing the bridge leads to a spacious yard where many more Prometheans await, including a formidable Knight. There are more Warthogs and Mongooses here, and also a few Chaingun Turrets stationed on the higher platforms. The real prize is the Scorpion Tank stashed in the service garage; the battle's a breeze once you climb into that beast.

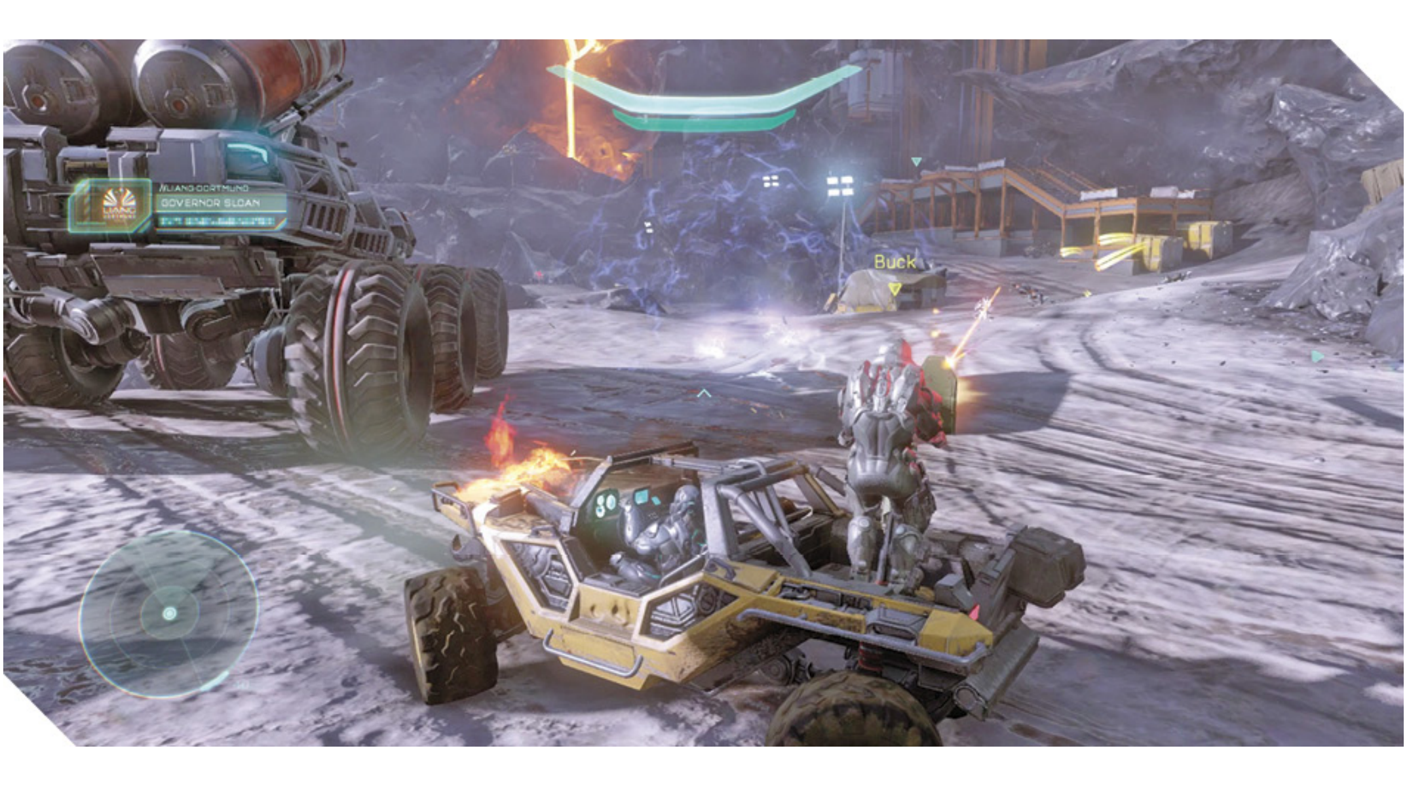
RECOMMENDED LOADOUT

Using vehicular firepower to maximum benefit is the way to go in this battle. Should you be forced to fight on foot, a DMR works well as your primary weapon in this spacious yard. If you grabbed the Spartan Laser and/or Hydra Launcher on your way here, level their awesome power against enemies in vehicles, along with the fearsome Knight.

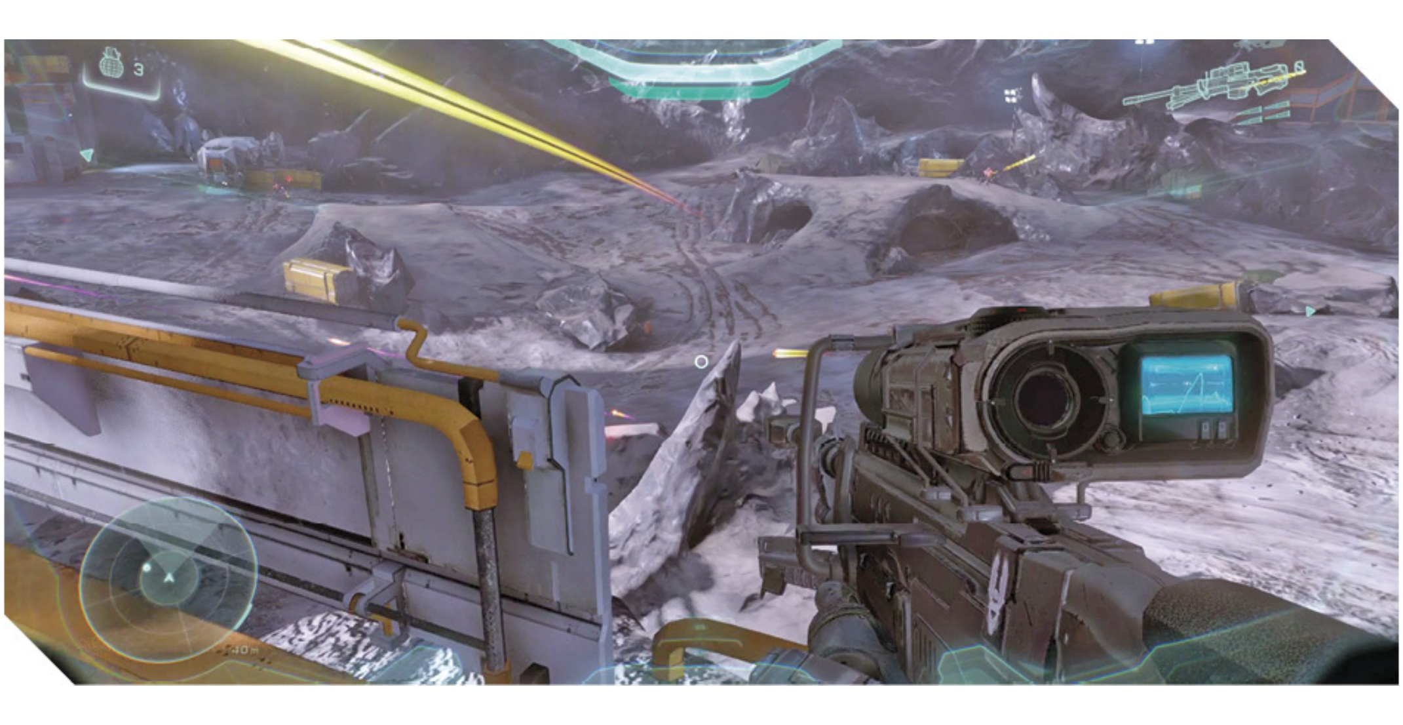
As you cross the bridge, a Warthog suddenly fires at you. It's being driven by Promethean Soldiers! Mark this as a priority target for Fireteam Osiris, and see if you can eliminate the Soldiers without harming the vehicle. If you're successful, another Warthog will be at your disposal.



More Warthogs and Mongooses are parked around the large yard beyond the bridge, and many more Prometheans are itching for a fight. Remaining on a vehicle is too risky with so many hostiles and so little cover; hurry over to the platform on either the left 17 or right 18 to reach a defensible, elevated vantage.



The left platform 17 features a Battle Rifle, Sniper Rifle, and DMR, while the right platform 18 features two Railguns and two Chaingun Turrets. Both platforms offer ammo kits and excellent views of the enemies in the central yard. Priority targets include any vehicles driven by Soldiers, along with the Soldier Captain armed with a detached Splinter Turret and the hulking Knight armed with a Scattershot. Eliminate as many threats as you can from these vantages, then return to a vehicle and head for the service garage 19.

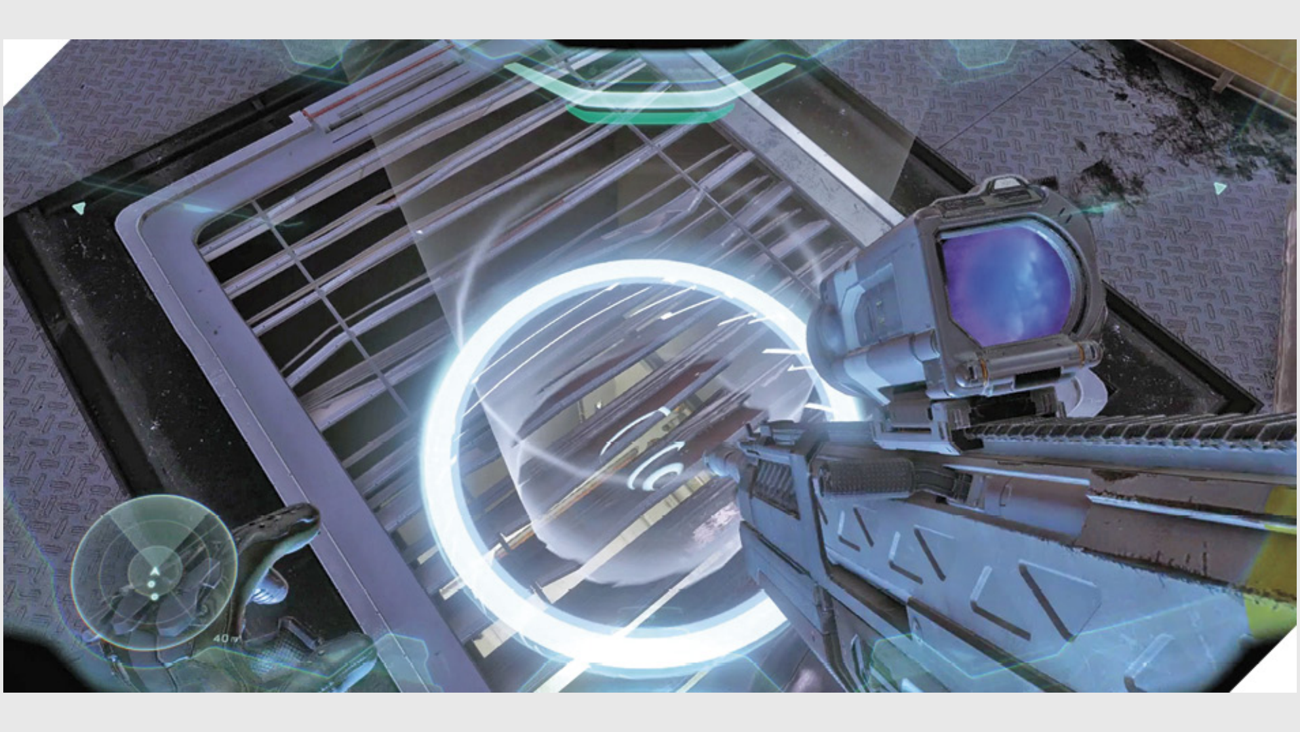


LEGENDARY STRATEGY

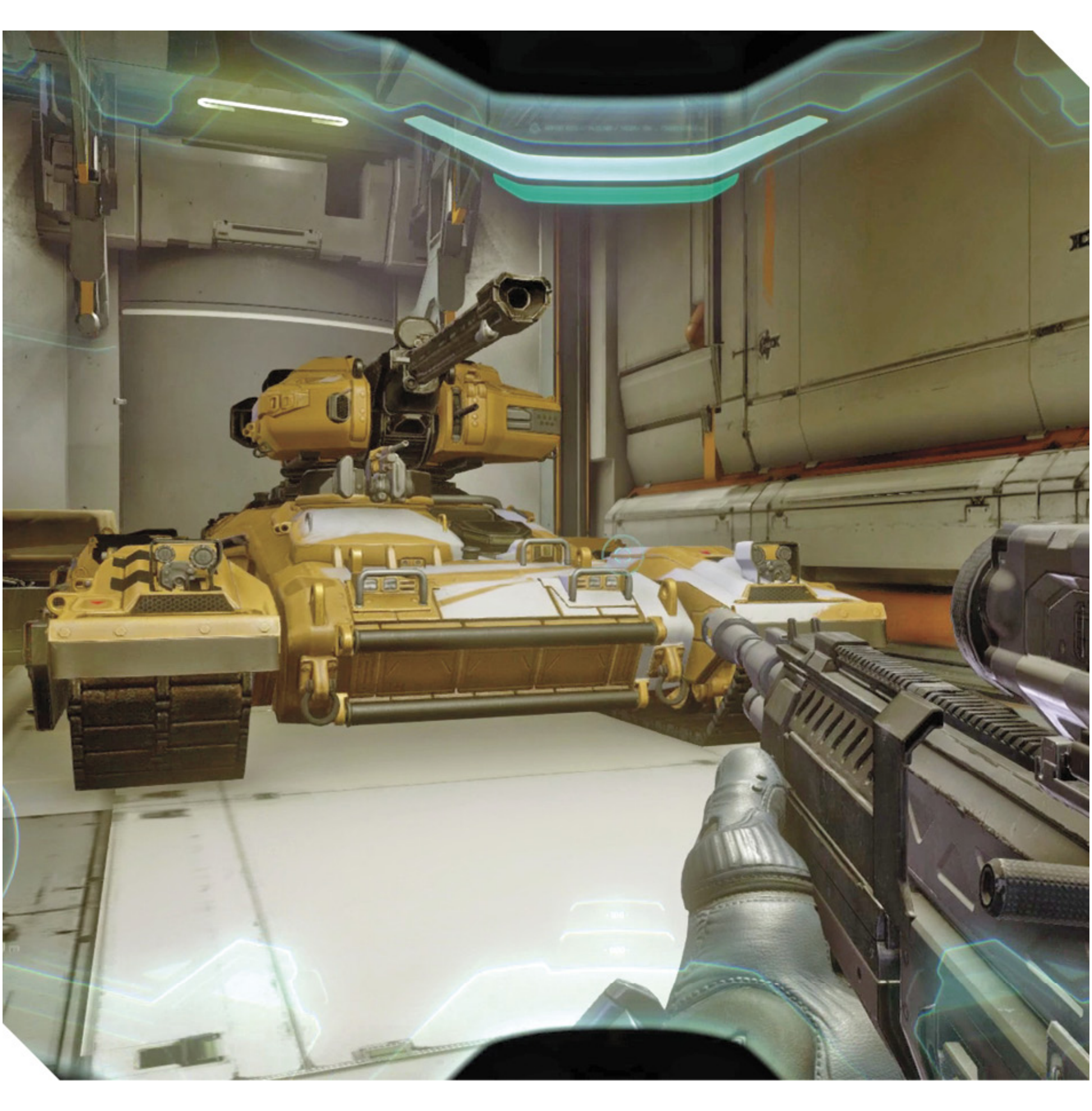
Reaching a safe, defensible position is vital when playing on Legendary. Neither your team nor your vehicles have a hope of surviving in the middle ground, so hurry to the platforms at 17 and 18 to find cover, along with crucial sources of weaponry and ammo.

ALTERNATE APPROACH

If you're feeling daring, you can rush straight to the service garage 19 and grab the Scorpion Tank *before* securing the area. The garage is well defended, so use a Mongoose or Warthog to race over to it. Climb the crates on the side 20 to reach the stairs that lead up to the roof. You must hurry, or you'll be picked off by the surrounding Prometheans. Once you're on the roof, you'll have access to a Chaingun Turret. Use these if you like, or simply perform a Ground Pound through the roof's vent to smash into the garage and land near the Scorpion. Hop into the tank and the garage door will open—now those vile constructs are in trouble!

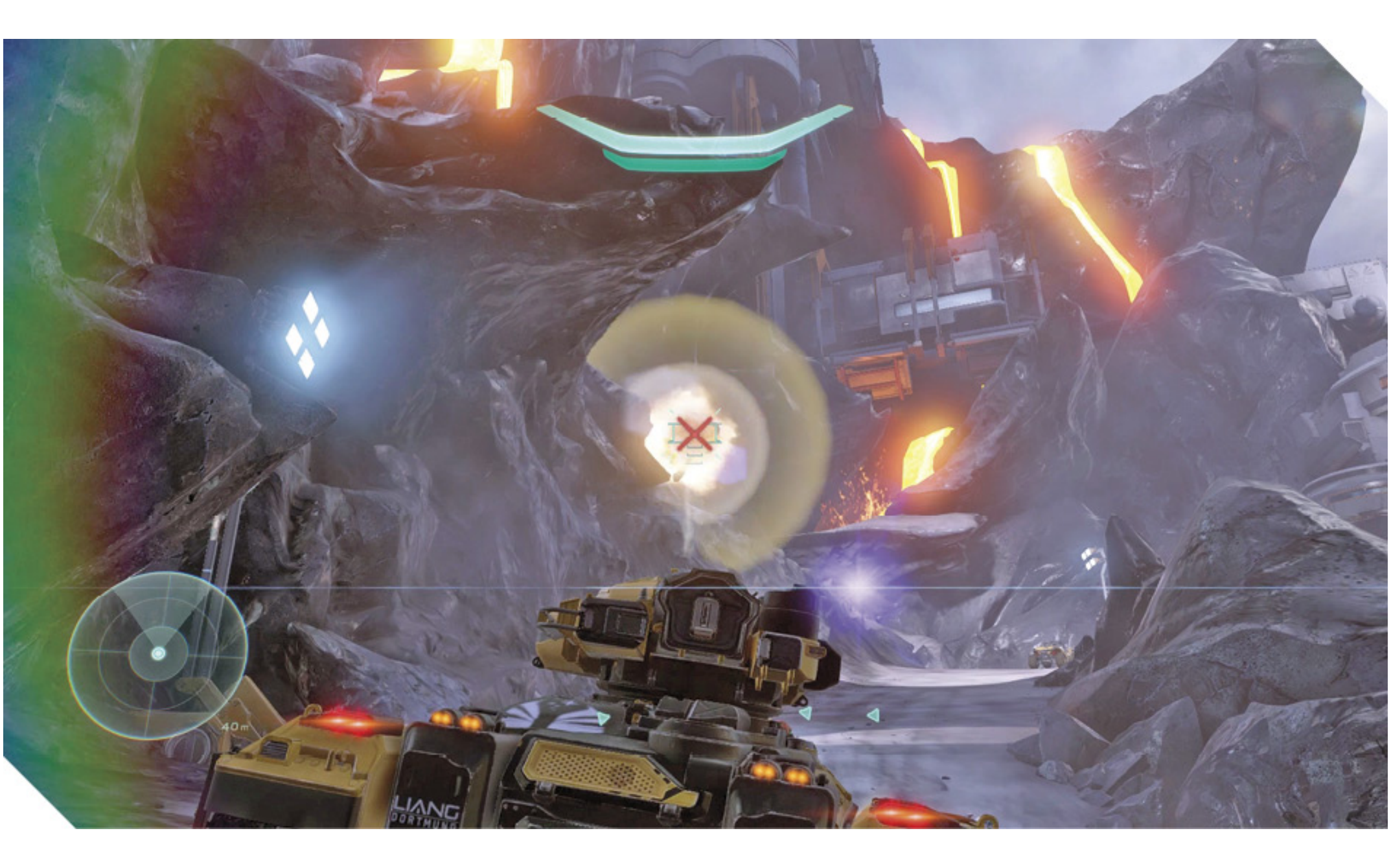


A garage opens after you secure the area 19. Go there to find a pair of DMRs in a case, along with a Scorpion Tank. Restock your DMR ammo and then use Artemis to locate a nearby UNSC data pad. Inspect the data pad for another Mission Intel entry before climbing into the tank and proceeding up the road directly ahead.



MISSION 3 INTEL ACQUIRED (6/6)

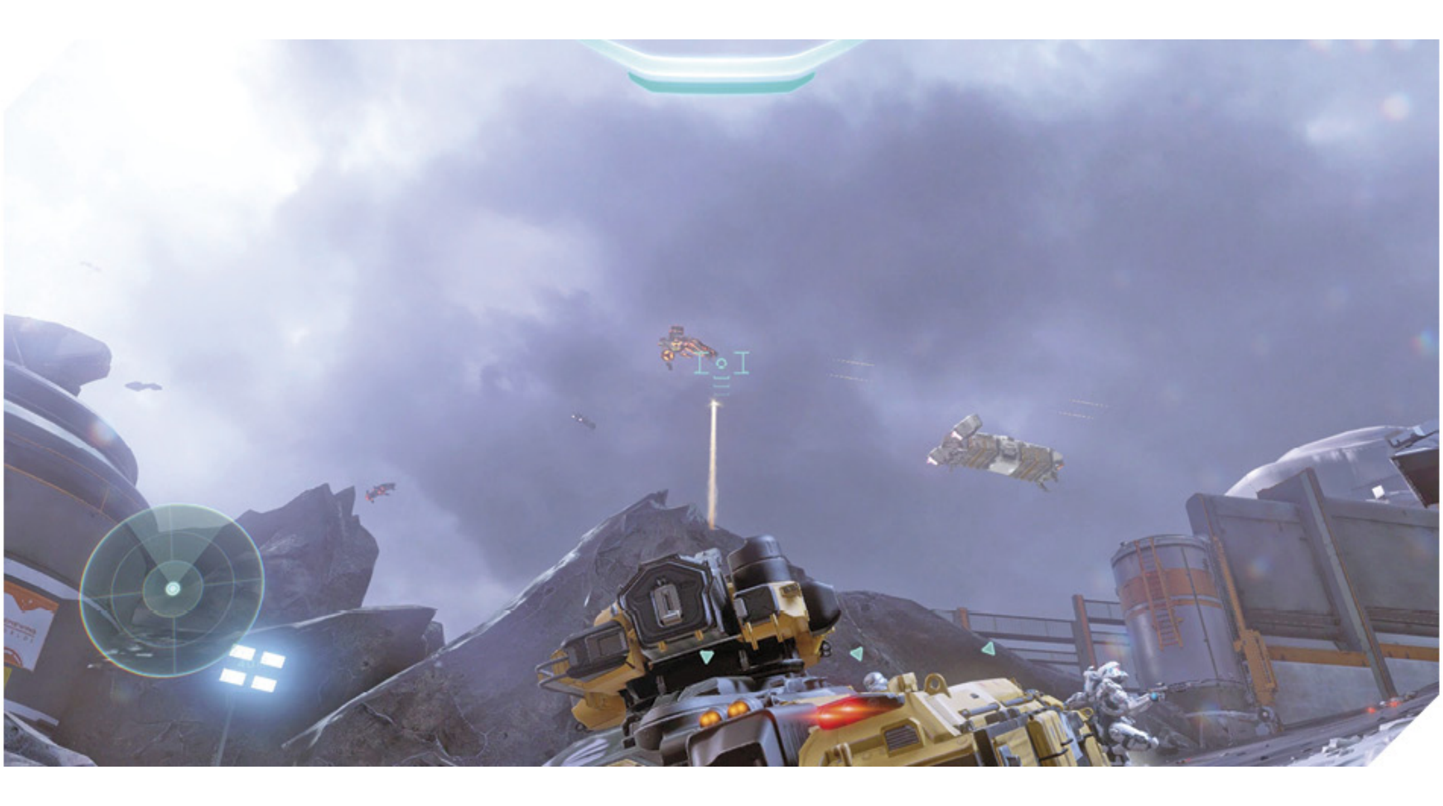
Beware: The Prometheans have fortified the road leading to Meridian Station with powerful Beam Turrets and additional forces, including a Knight. None of these are a match for your Scorpion Tank, however. Level the tank's cannon at each Beam Turret in turn (each takes two hits, and there are two on the left and one on the right), and blast the Knight as well to bring him down fast. Governor Sloan is sure to appreciate the help.



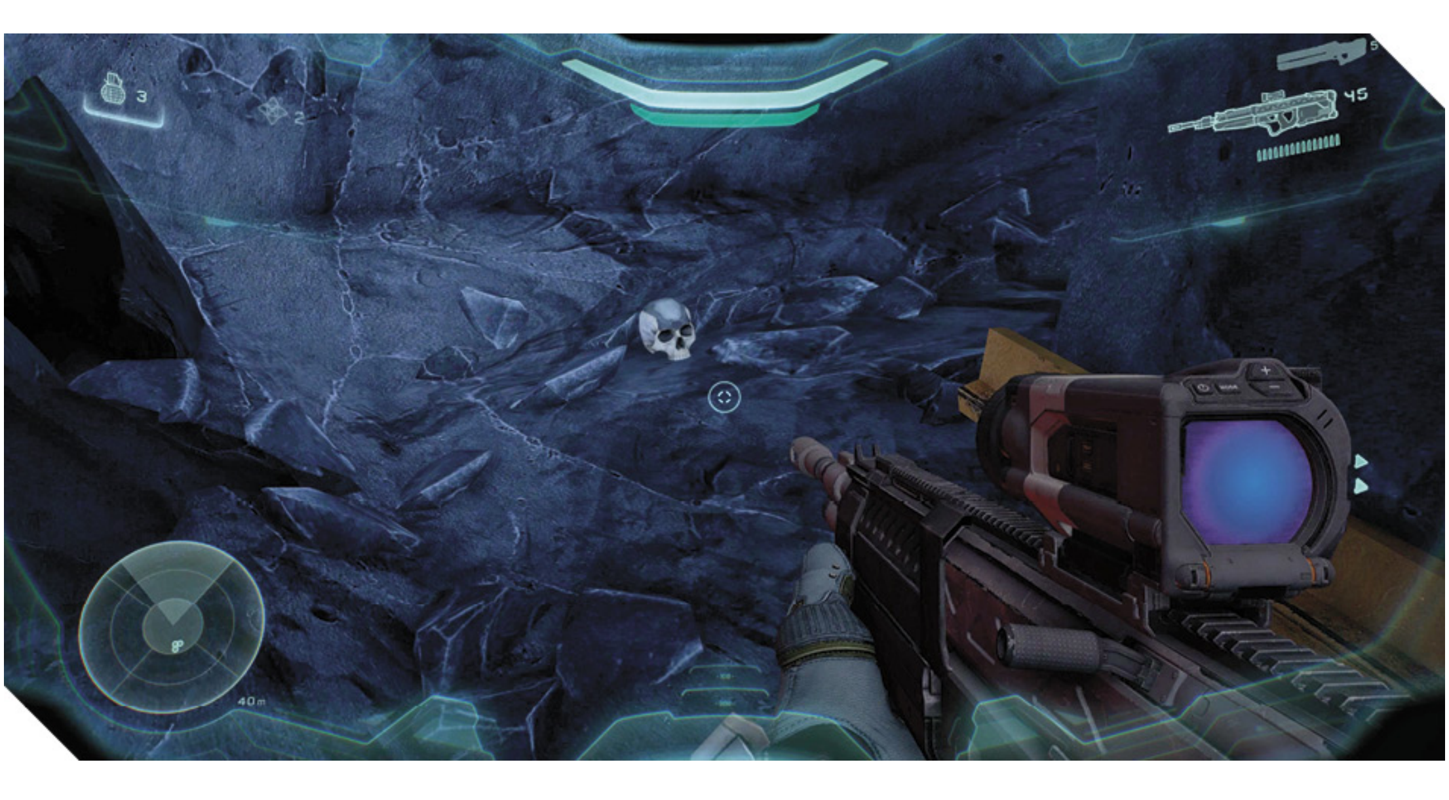
SCORPION TANK

One of the UNSC's most fearsome combat vehicles, the Scorpion Tank is a heavily armored war machine. Its sting is supplied by its massive cannon, which the tank's driver uses to deliver an unlimited amount of explosive shells to threats clear across a battlefield. A teammate can hop in and man the Scorpion's top-mounted machine gun, which can be rotated around to fire on closer threats that the tank's primary cannon can't sight. Up to four additional allies can ride on the tank (two per side), where they are highly exposed but also free to return fire with whatever weapons they're carrying.

SKULL 3 OF 13: IRON



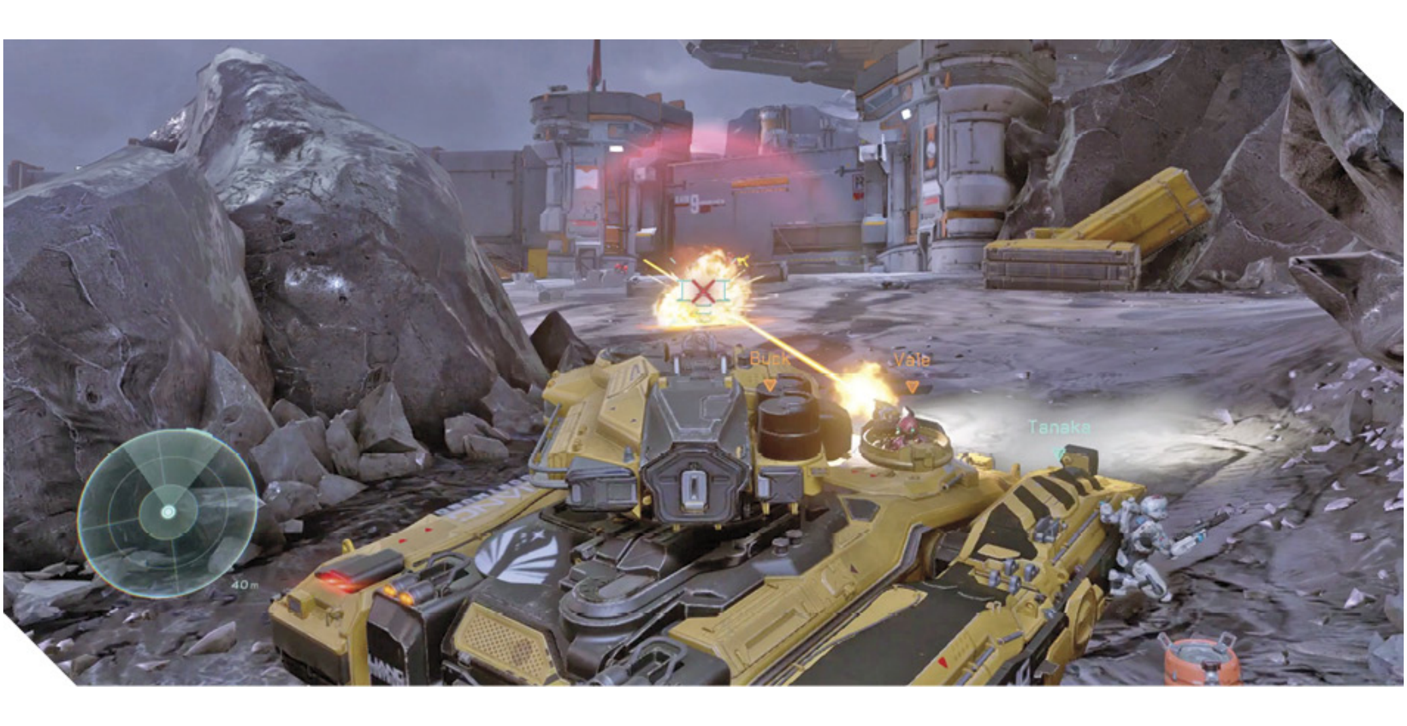
Ready to tackle the toughest Skull of them all? While playing on Legendary difficulty, roll your Scorpion uphill beyond the Beam Turrets, passing under a large rocky arch 21. Keep an eye on the sky to the left as you round the corner that follows 22, and look for a cargo transport that's being pursued and shot at by a Forerunner Phaeton. It isn't easy, but you must blast the Phaeton from the sky with your Scorpion's cannon before it destroys the cargo ship. Restart from the last checkpoint if you miss, and keep trying until you destroy the Phaeton.



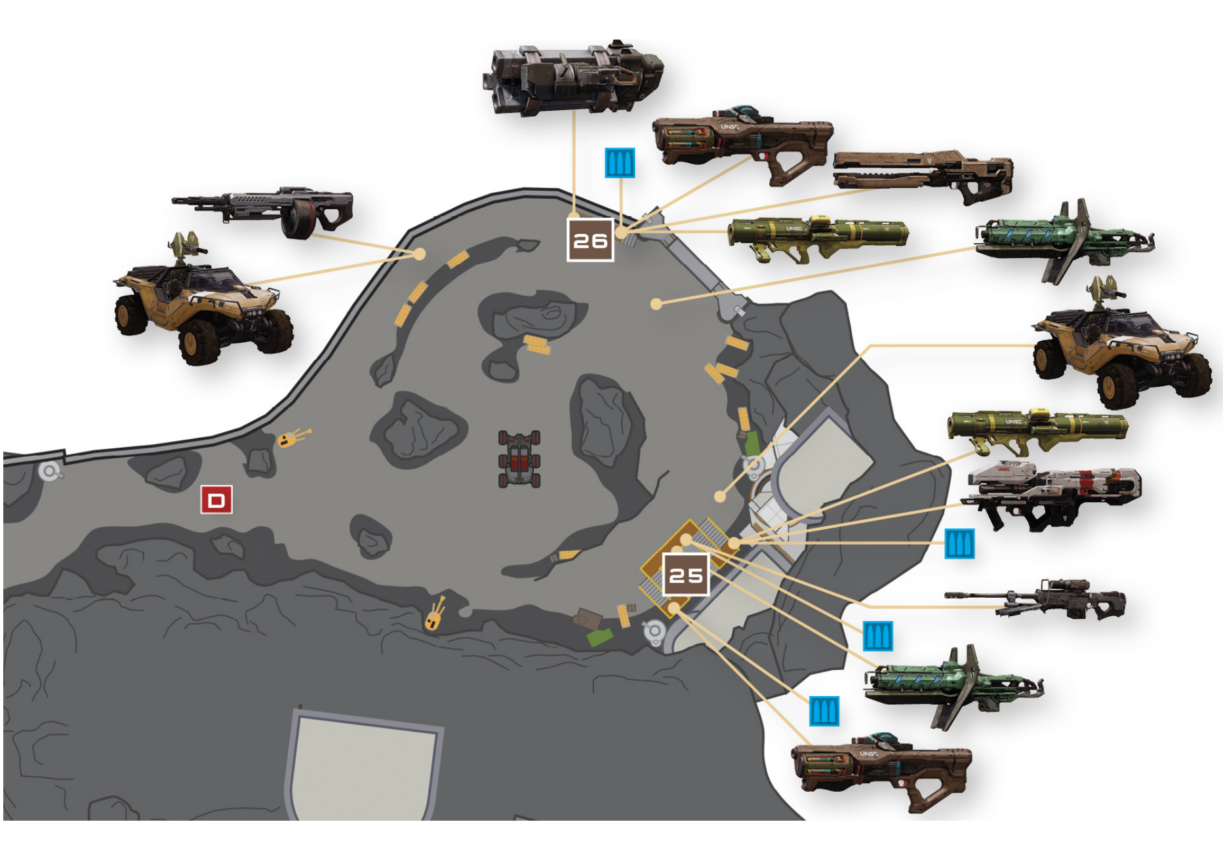
Although it isn't obvious, destroying the Phaeton has caused a Skull to appear nearby. The Skull will appear in one of three places: beneath a rocky arch back in the previous yard 23; atop the Scorpion garage (move a barrel) 19; or along the side of the road just behind you, back near the fence 24. Check the map for these possible spawn locations, and backtrack a bit to claim your reward!

* * *

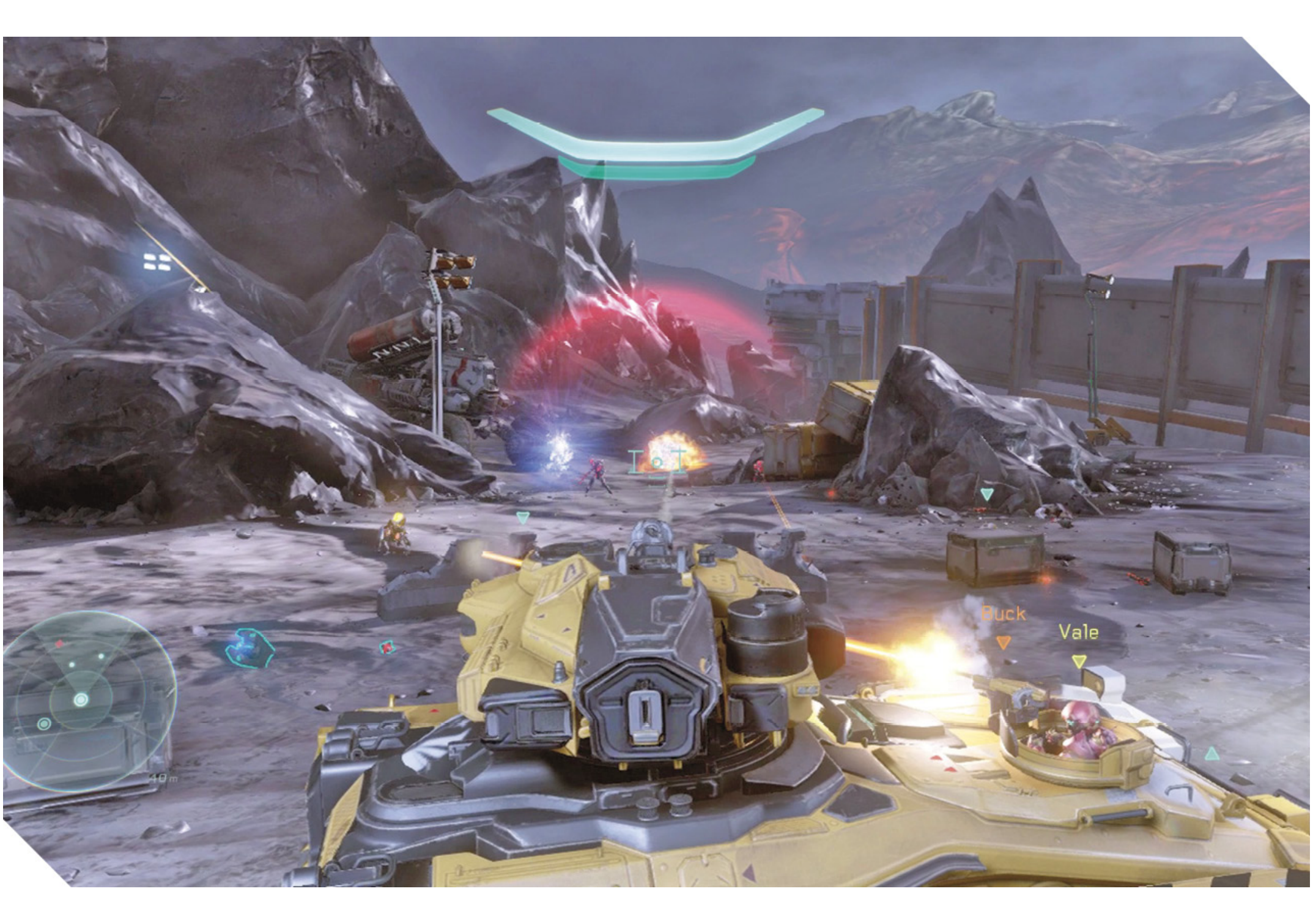
The gate to Meridian Station lies at the end of the road. Unfortunately, so do more Prometheans. Loose the Scorpion Tank's cannon against the lingering constructs, annihilating all threats from afar as you slowly roll toward the gate.



OBJECTIVE: DEFEND MERIDIAN STATION



Reaching the gate isn't especially difficult—defending it proves to be another matter. Many more Prometheans materialize all around you, sending wave after wave of Crawlers and Soldiers crashing against your tank. Remain on the high ground near the gate and unleash the Scorpion's lethal turret against the Promethean horde. Prioritize Knights and any Soldiers armed with Splinter Turrets, for they are the greatest threats to your tank's armor.

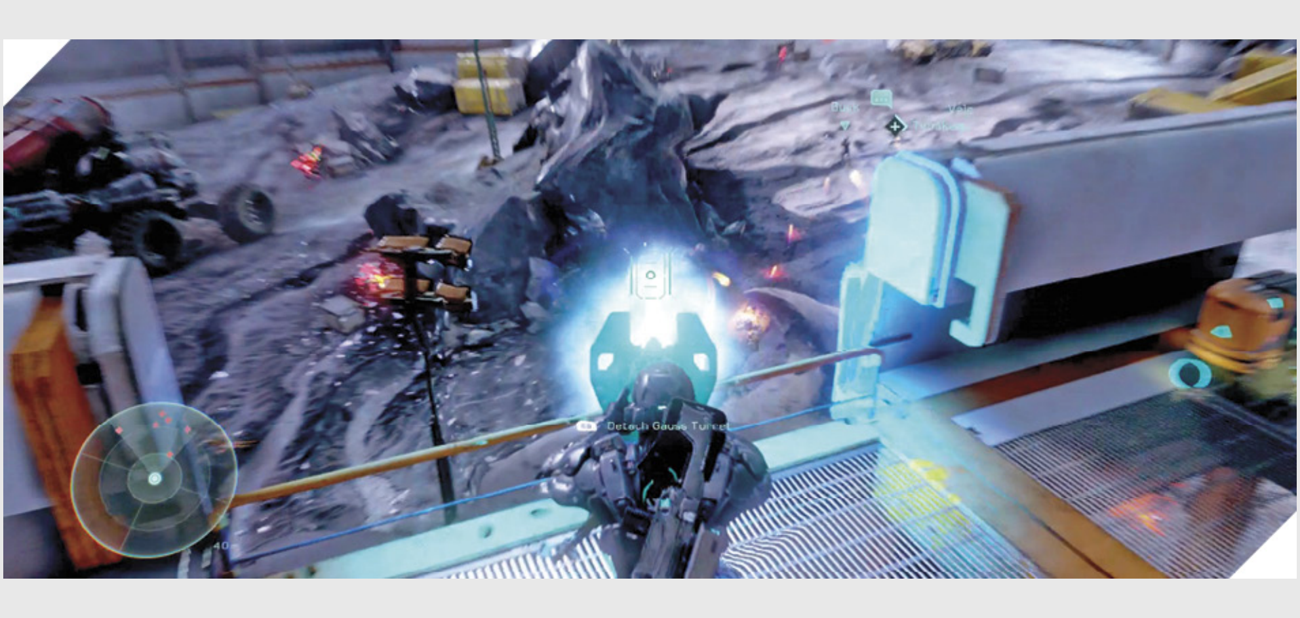


READY, AIM...

Blast spawning enemies with the Scorpion's cannon the moment they materialize to wipe out whole groups in one shot!

ALTERNATE APPROACH

There's only one Scorpion, and this battle is a lot more challenging if you aren't the one driving it. When fighting on foot, you'll find the tall side platform 25 an ideal spot to camp out. Here you'll discover a Rocket Launcher, Spartan Laser, Sniper Rifle, Hydra Launcher, two DMRs, and a Gauss Turret—plenty of firepower to help you turn the tide. There's also a smaller platform near the gate 26—this one less defensible, but it features a Rocket Turret, a Rocket Launcher, and a weapon rack that's stocked with a Railgun, Hydra, and several Shotguns.



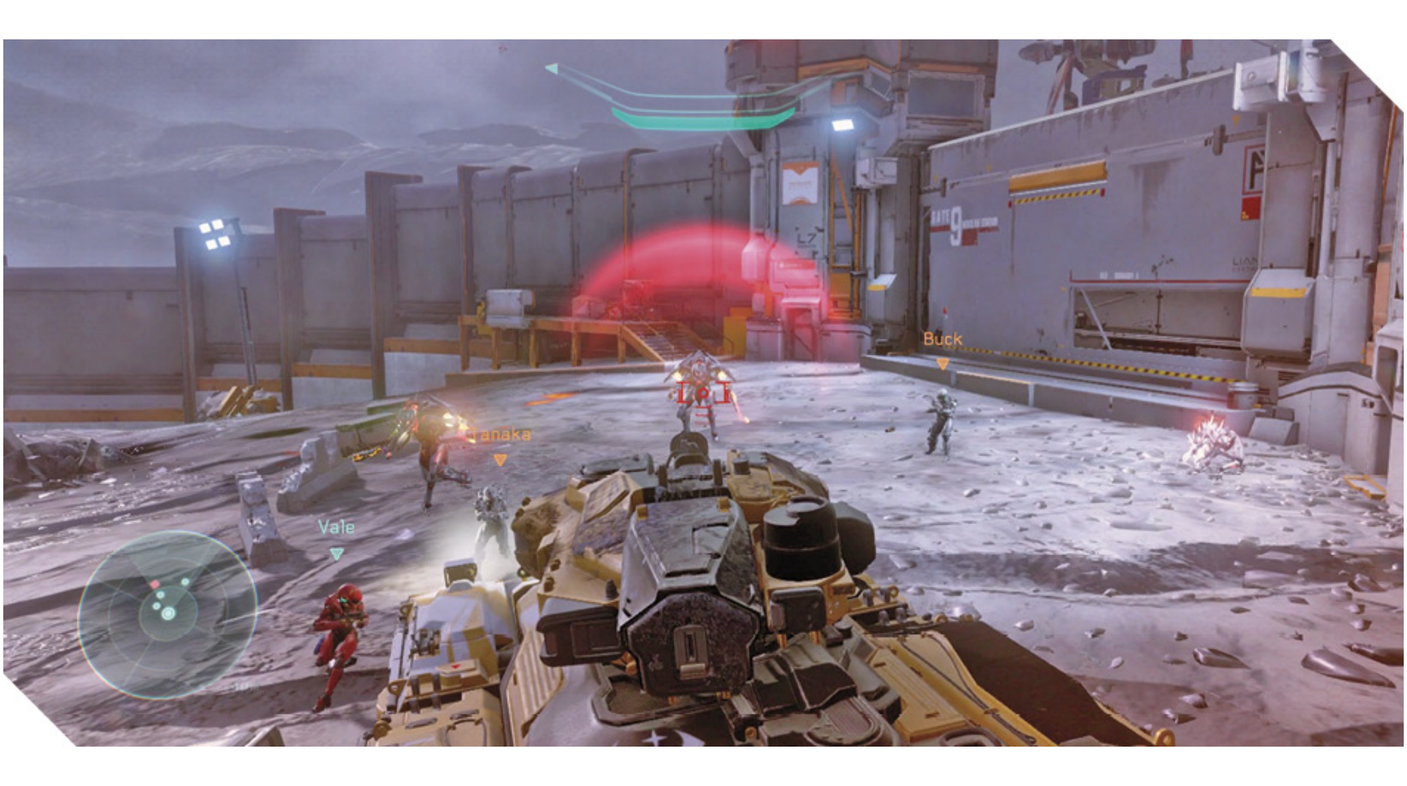
GAS TURRET

Gauss Turrets are powerful weapons capable of annihilating hardened targets. Their colorful blasts can be delivered across great distances to decimate foes, and the Gauss can be fired quickly enough that a second shot is usually an option if the first one doesn't get it done. Like other turrets, the Gauss features unlimited ammo for as long as it's affixed to its mount. Detach the Gauss from its mount to carry it around as a third weapon—one so big and powerful it hampers your mobility.

ROCKET TURRET

Rocket Turrets are formidable stationary weapons designed to annihilate advancing enemies. The weapon features no tracking system, but its volleys of explosive rockets are lethal to ground troops and can obliterate vehicles if multiple hits are scored. Like many turrets, the Rocket Turret features unlimited ammo until the weapon is detached from its mount. Once detached, the Rocket Turret's lethal ammo becomes limited, but you gain the advantage of mobility while wielding this potent weapon.

Wave after wave, the constructs just keep coming. Stick to a defensive position and keep cutting them down. The battle is nearly over when two Knights enter the fray; hammer the pair with your most powerful weapons to secure the yard and at last gain Governor Sloan's approval to enter Meridian Station.



Mission 4: Meridian Station

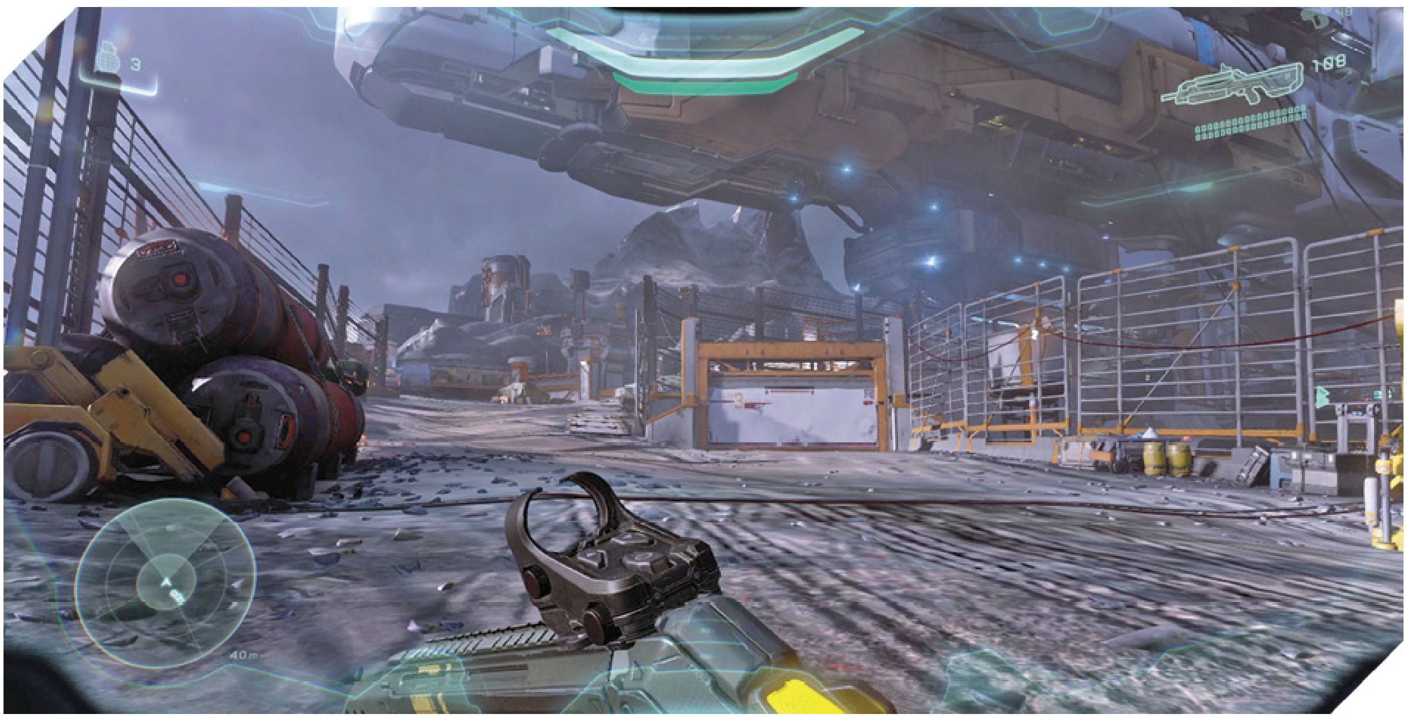
Mission Briefing

"Best suggestion is to keep weapons down and hands off."

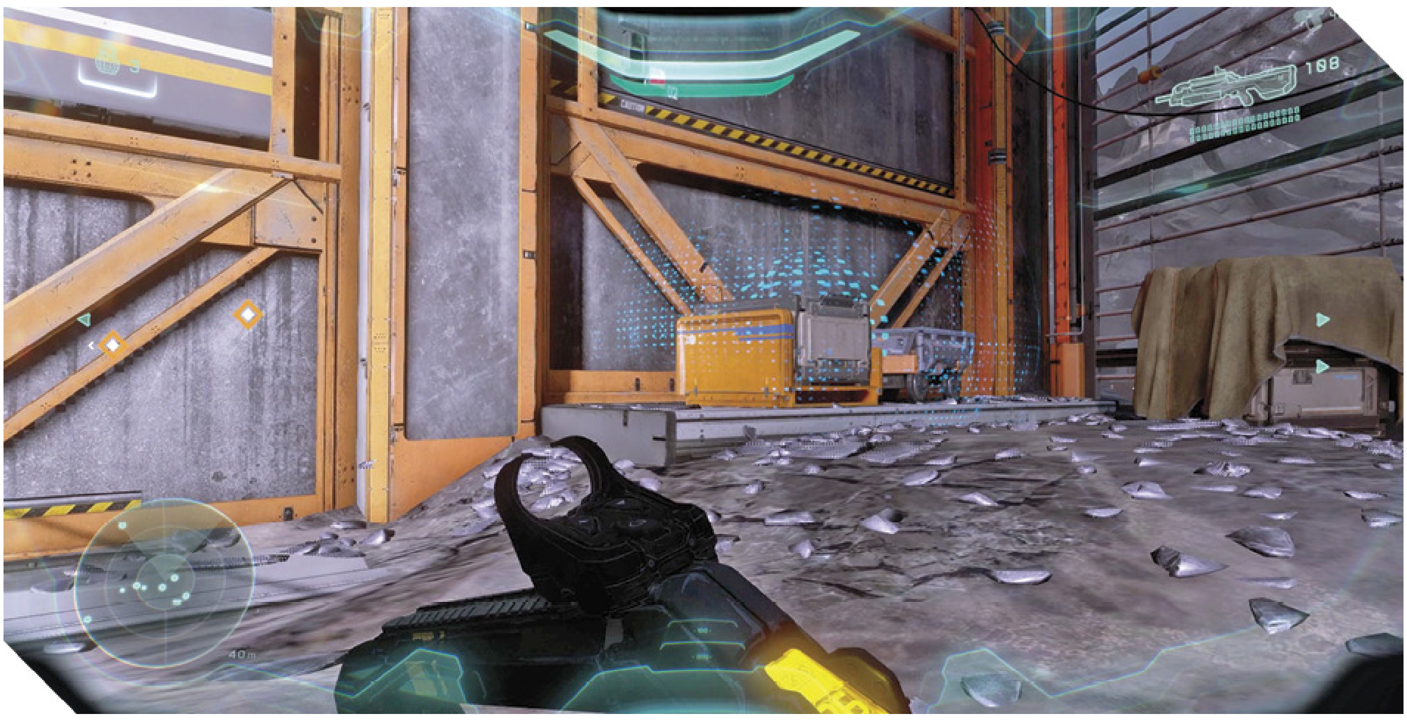
Fireteam Osiris has traveled to planet Meridian in search of the Master Chief and Blue Team, yet all they've discovered is a world besieged by Prometheans. In fighting to help the hardworking people of Meridian survive the attack, Osiris has earned the tentative trust of Meridian's leader, Governor Sloan. Having battled their way to the gates of Meridian Station, Osiris now sets about their primary mission: discovering the whereabouts of Blue Team.

You've done well in helping Meridian's citizens repel the Prometheans, but unfortunately, you're no closer to locating the Master Chief. Now that battle has subsided, resume your mission and investigate Meridian Station. Keep your eyes and ears open as you search for any clues that will point you toward Blue Team.

OBJECTIVE: PROCEED TO MERIDIAN STATION



Meridian Station is just ahead. The locals are understandably uneasy, so you'll be keeping your weapon lowered as you explore. Sprint up the road ahead, moving toward the station's inner gate 1.



As you near the inner gate 1, engage Artemis and locate an item of interest over on the right. It's a UNSC data pad, one of several that you can find around the station. Scan it for some intel before passing through the gate.

MISSION 4 INTEL ACQUIRED (1/8)

▶ STATION BREAK

Meridian Station is a neutral area that's void of enemies. There are several pieces of Mission Intel to discover here but no Skulls to collect or special Achievements to complete.

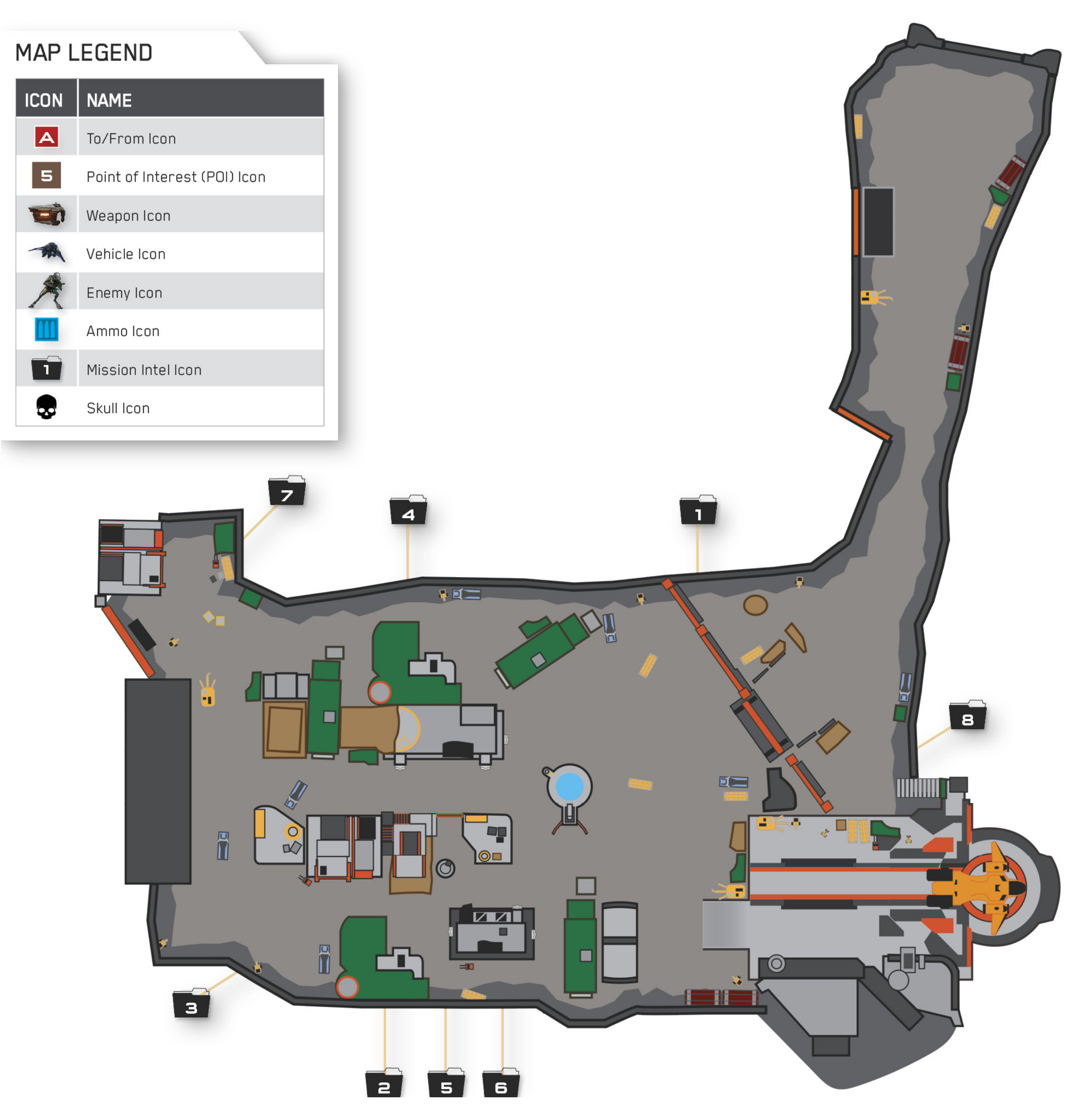
PRIMA GAMES

HALO 5 GUARDIANS

CAMPAIGN WALKTHROUGH

Mission 4: Meridian Station

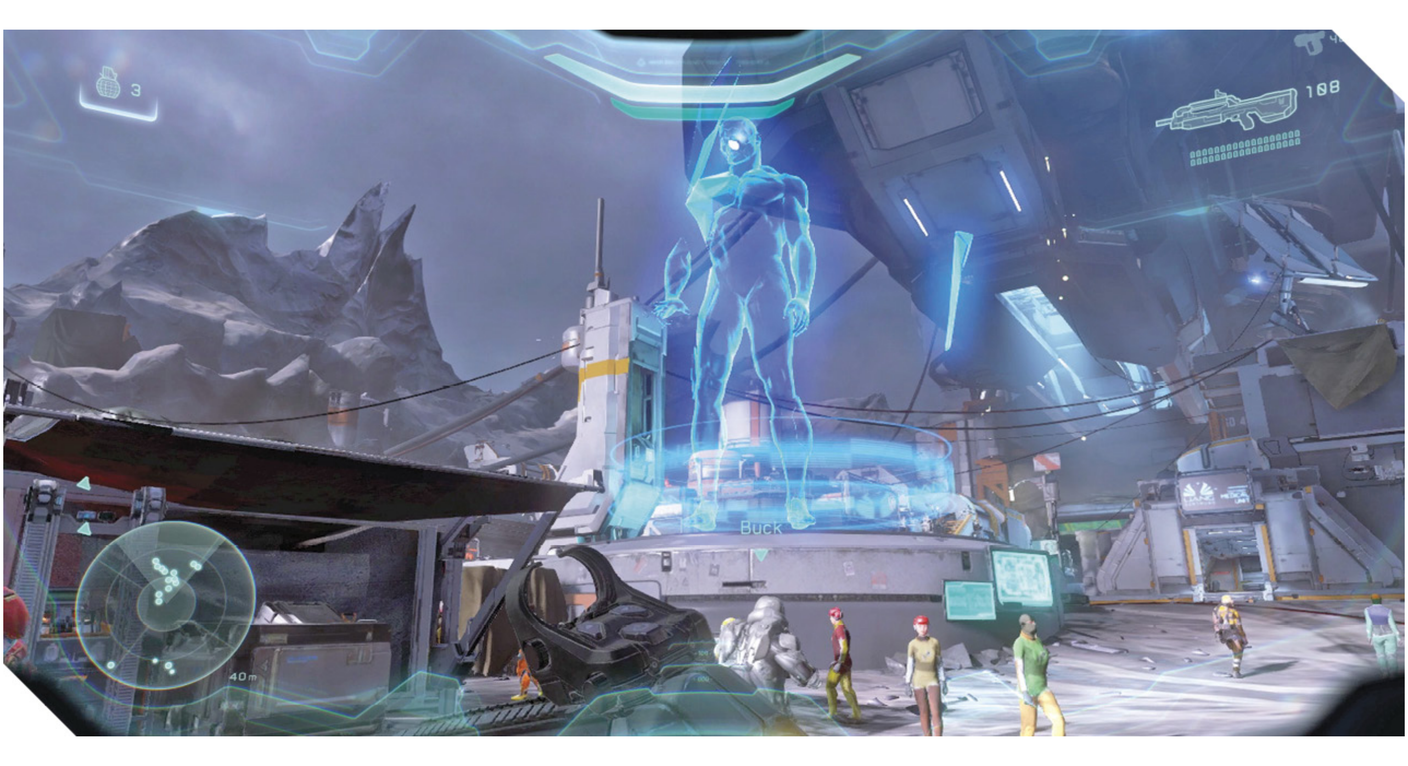
The Frontier



MAP LEGEND

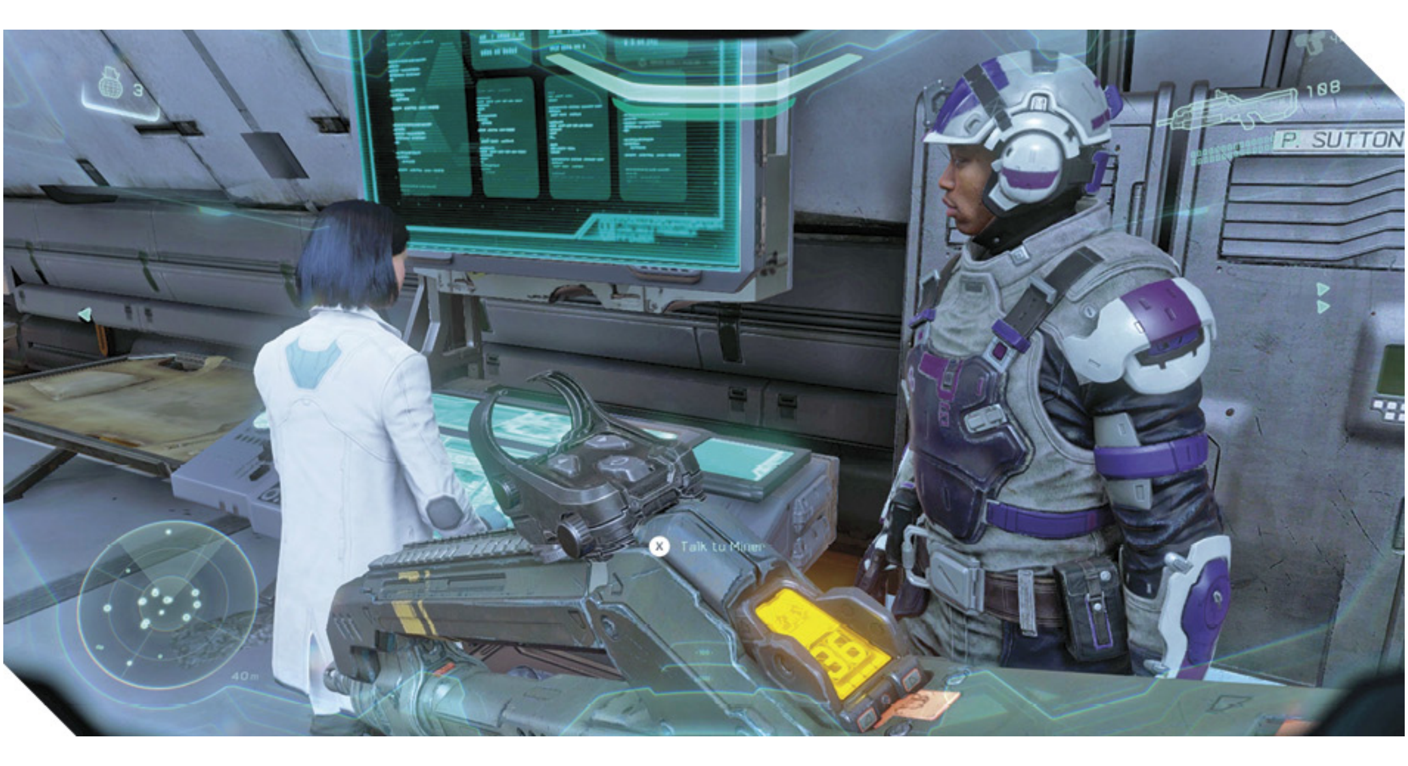
ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
☠	Skull Icon

You arrive just in time to catch a speech given by Governor Sloan. It turns out that Meridian's gruff governor is actually the station's AI—and that there's news of another group of UNSC troops somewhere in the area. Could it be Blue Team?



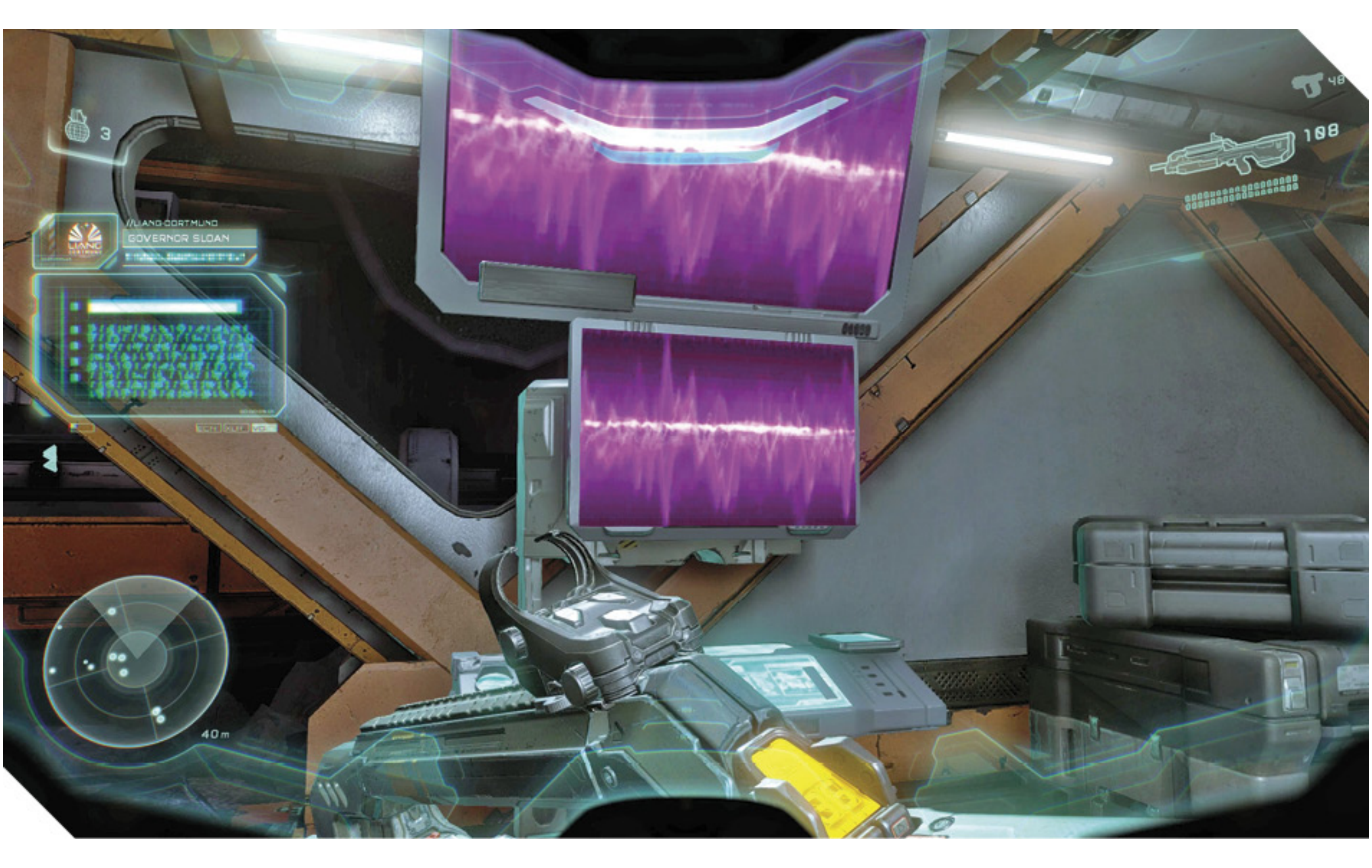
OBJECTIVE: LISTEN TO STATION RESIDENTS

You've got to find out more about those UNSC troops. Begin exploring Meridian Station and listening to the locals' conversations. Use Locke's Artemis system to locate pairs of people taking between themselves, then get close and eavesdrop. You'll find one pair inside the Medical Unit 2 and another in the science building 3, which is marked by a sign that reads Unit 14. After listening to their conversations, hold the Action button to pose further questions and receive additional information.



OBJECTIVE: ACCESS TERMINAL

It soon becomes clear that a UNSC ship was recently seen headed toward Apogee Station—another site that has fallen under attack on Meridian. Use Artemis to track down a computer terminal 4 that has more information on Apogee. Accessing this terminal raises Sloan's suspicions, but the governor reluctantly offers Fireteam Osiris a ride to Apogee on one of his cargo Pelicans. What a pal!

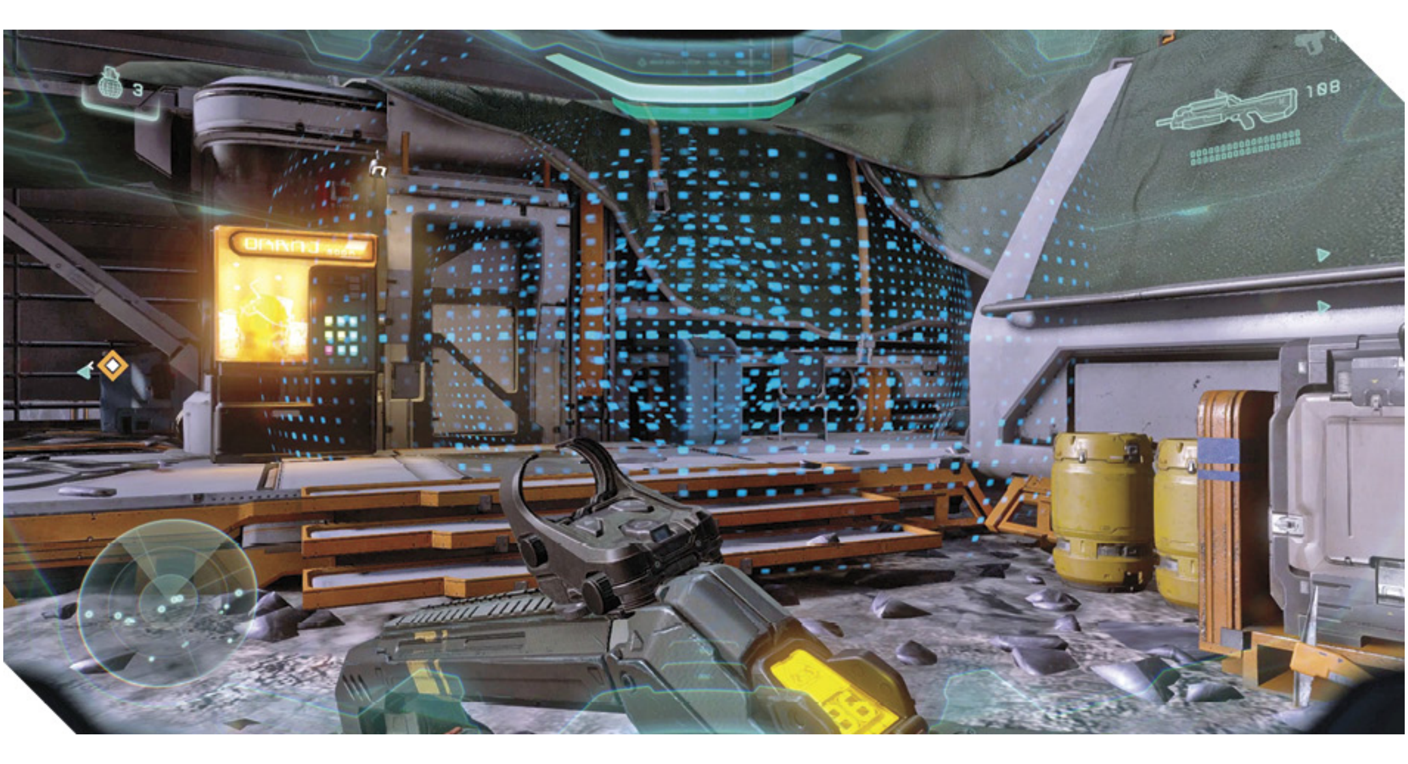


▶ MEET THE MINERS

Feel free to chat with other citizens as you explore Meridian Station. None of them have any vital info, but many have interesting stories and opinions to share.

OBJECTIVE: BOARD PELICAN

You're all set to pursue Blue Team, but there's more to see and do around Meridian Station if you're interested. Backtrack toward the Unit 14 science building 3 and engage Artemis along the way. You'll pinpoint a UNSC data pad that's resting atop a trash can on the right. Scan it for intel.

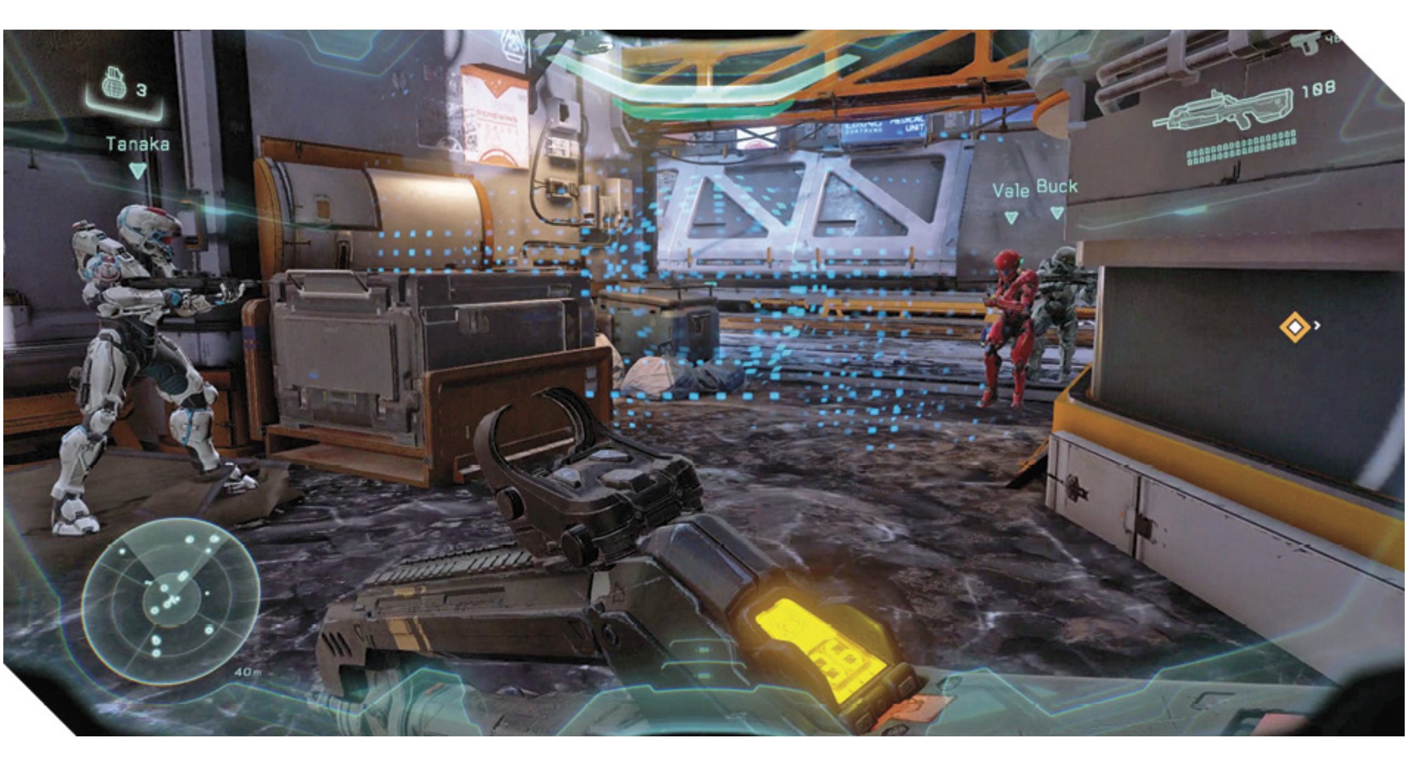


MISSION 4 INTEL ACQUIRED (2/8)

VENDING MACHINE MADNESS

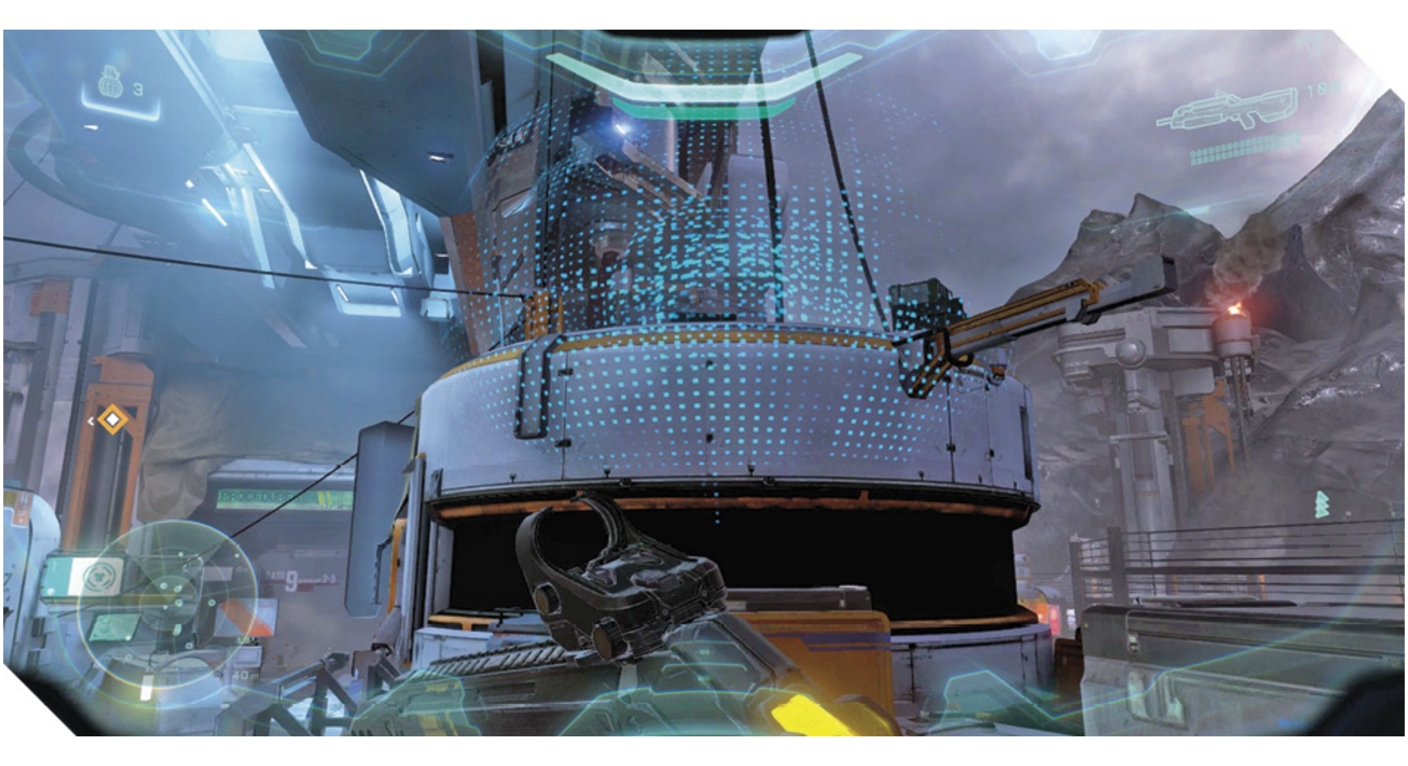
Did you notice the vending machine near the trash can with the data pad? Activate it a total of 11 times until you hear a special sound, then look to your left for a big, round surprise!

Head toward the Medical Unit next 2, passing by a small water tower on your way there. While standing near the water tower, use Artemis again to discover another UNSC data pad resting atop a square bin. Scan it for more intel.



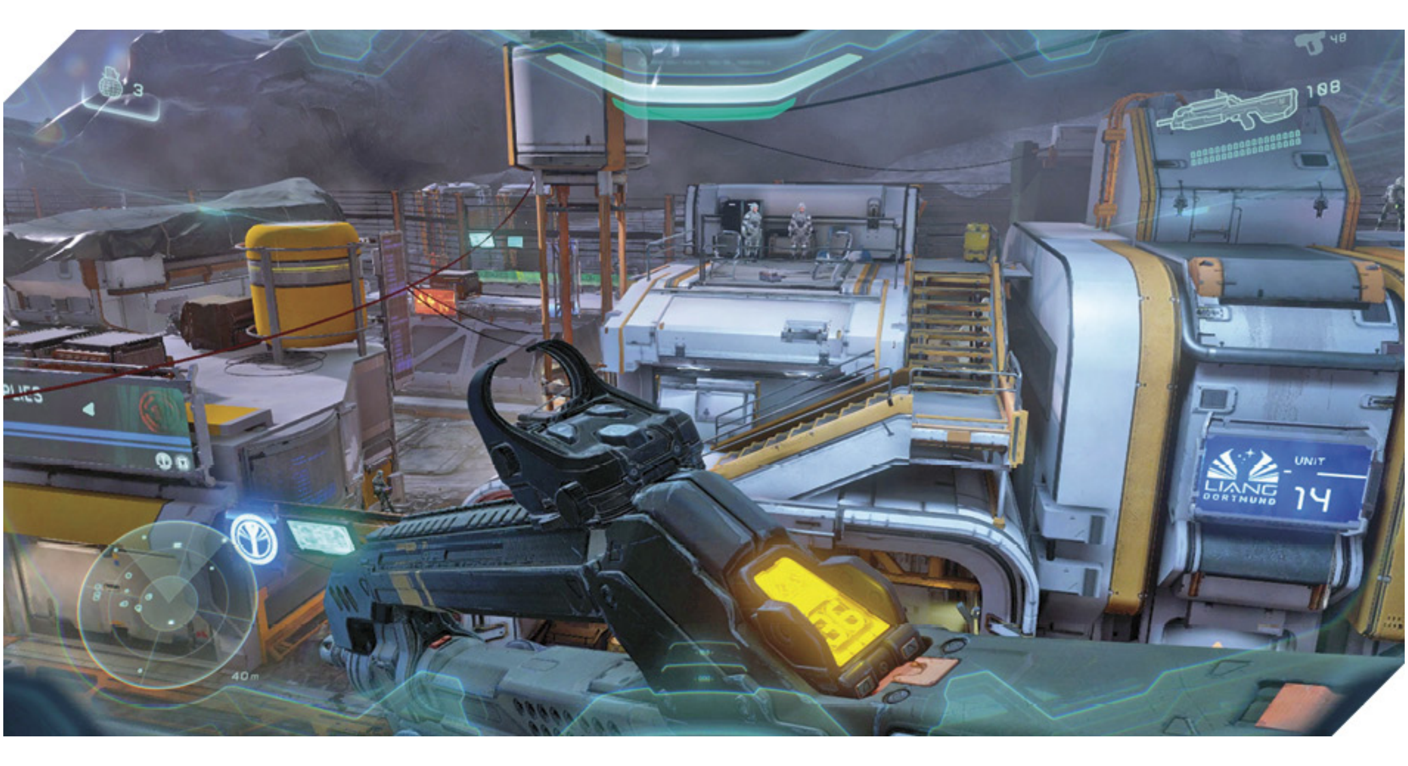
MISSION 4 INTEL ACQUIRED (3/8)

Your next target lies atop the Medical Unit building 2. Jump and climb onto the eaves above the building's doors, then climb onto the roof. Use Artemis to track down a UNSC data pad that's been misplaced way up here.

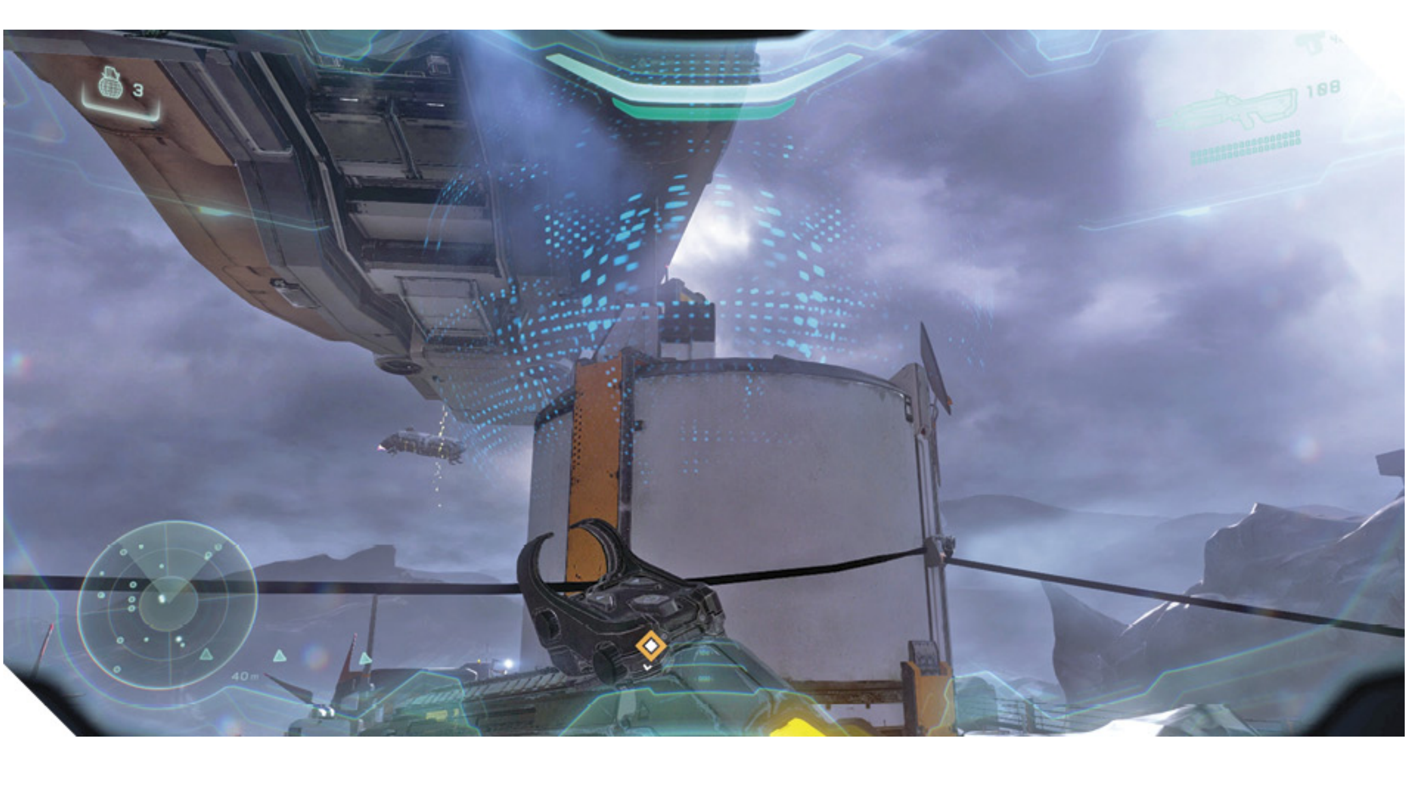


MISSION 4 INTEL ACQUIRED (4/8)

From the height of the Medical Unit's roof, look around and notice a nearby building with some stairs leading up to its roof 5. Sprint and jump over to this building, then go upstairs and jump up onto the tall nearby water tower, which you passed by moments ago.

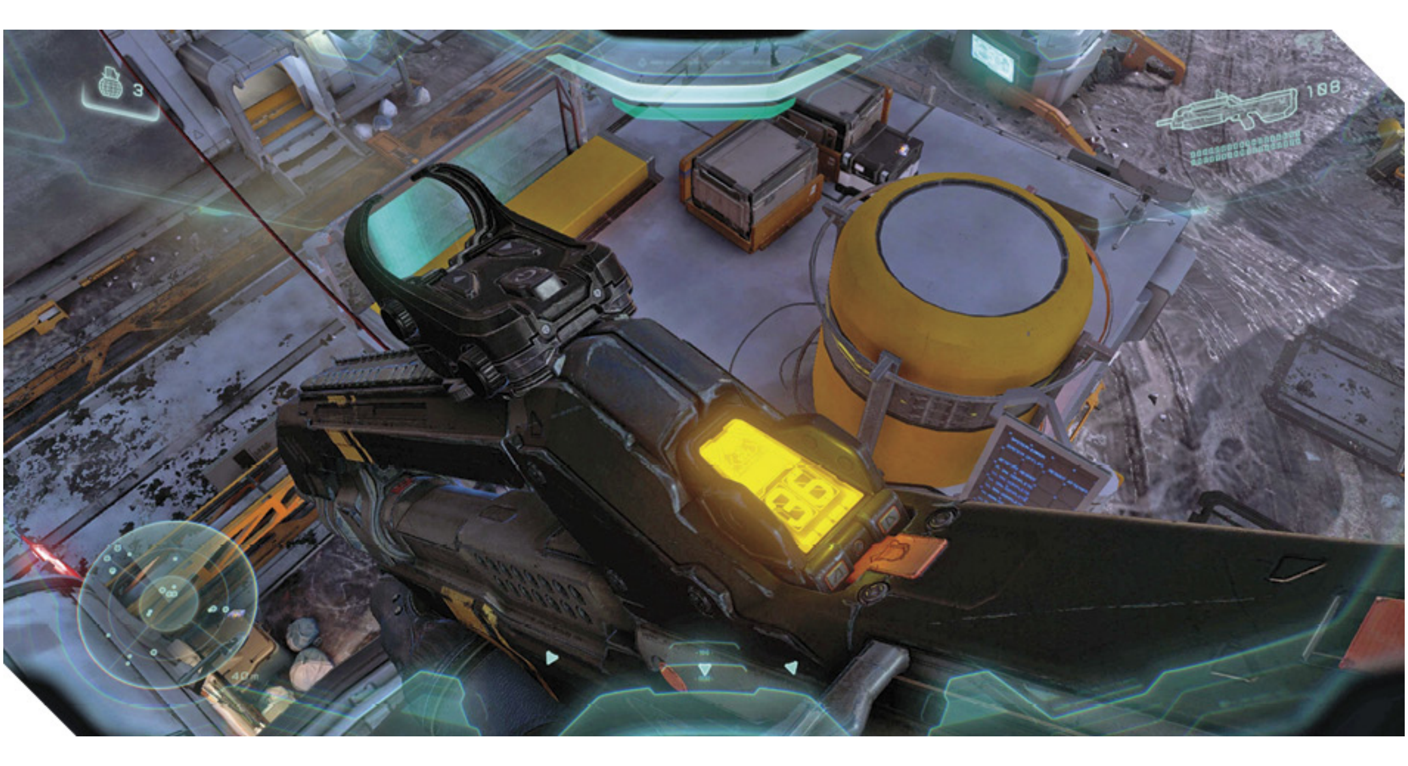


Another data pad lies atop the water tower. Scan it for another piece of intel.



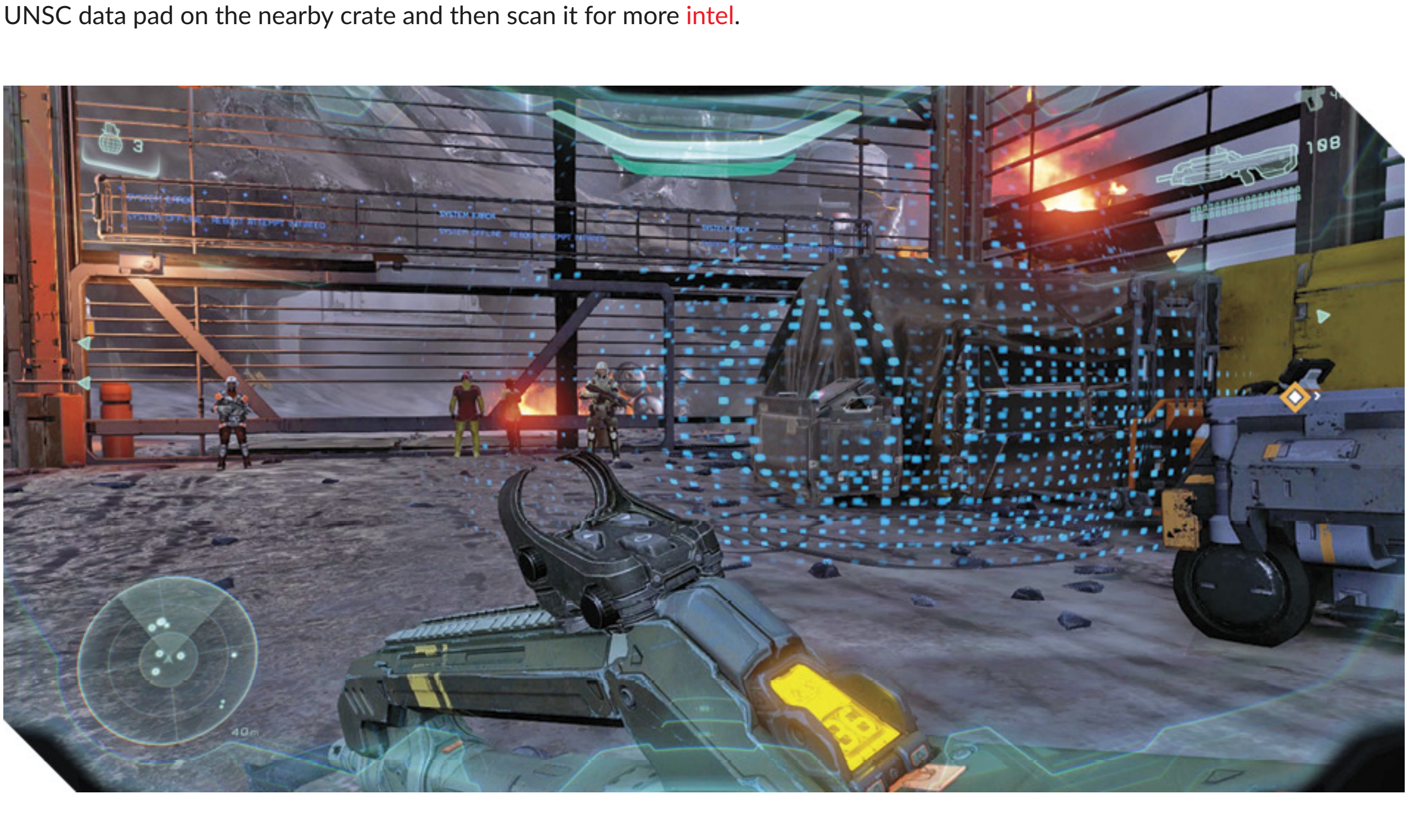
MISSION 4 INTEL ACQUIRED (5/8)

After scanning the pad atop the water tower, drop down to the roof of the nearby supply shed 6, which features a large, yellow water drum. Scan another data pad up here for yet more intel.



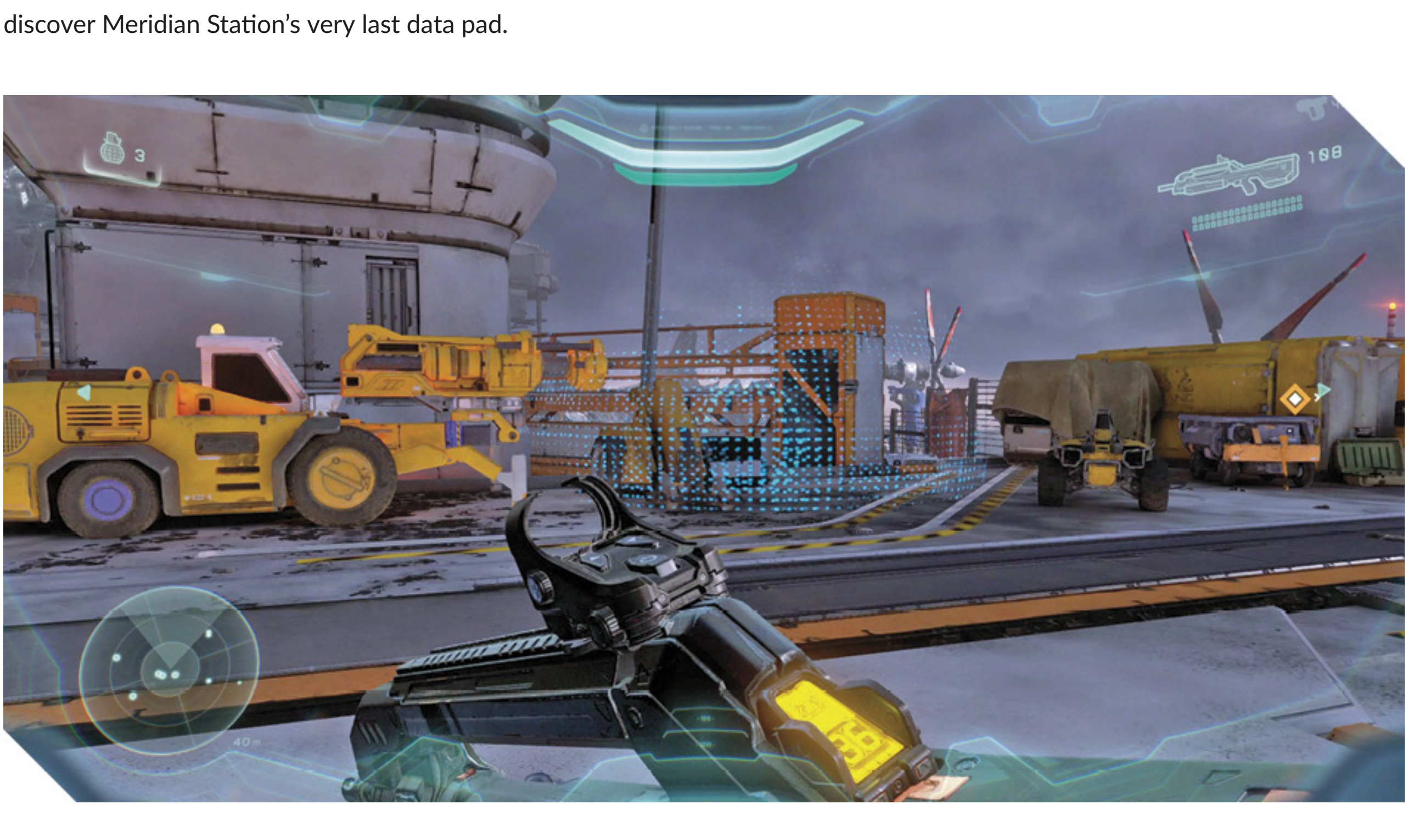
MISSION 4 INTEL ACQUIRED (6/8)

You're nearly finished! Drop to the ground and run past the Medical Unit 2, heading for the station's right fence. Run alongside the fence, moving away from the station's entry gate until you come to another gate way up in the back-right corner 7. Nearby fires prevent you from exploring beyond this gate, but the item you're after is right nearby. Use Artemis to find a UNSC data pad on the nearby crate and then scan it for more intel.



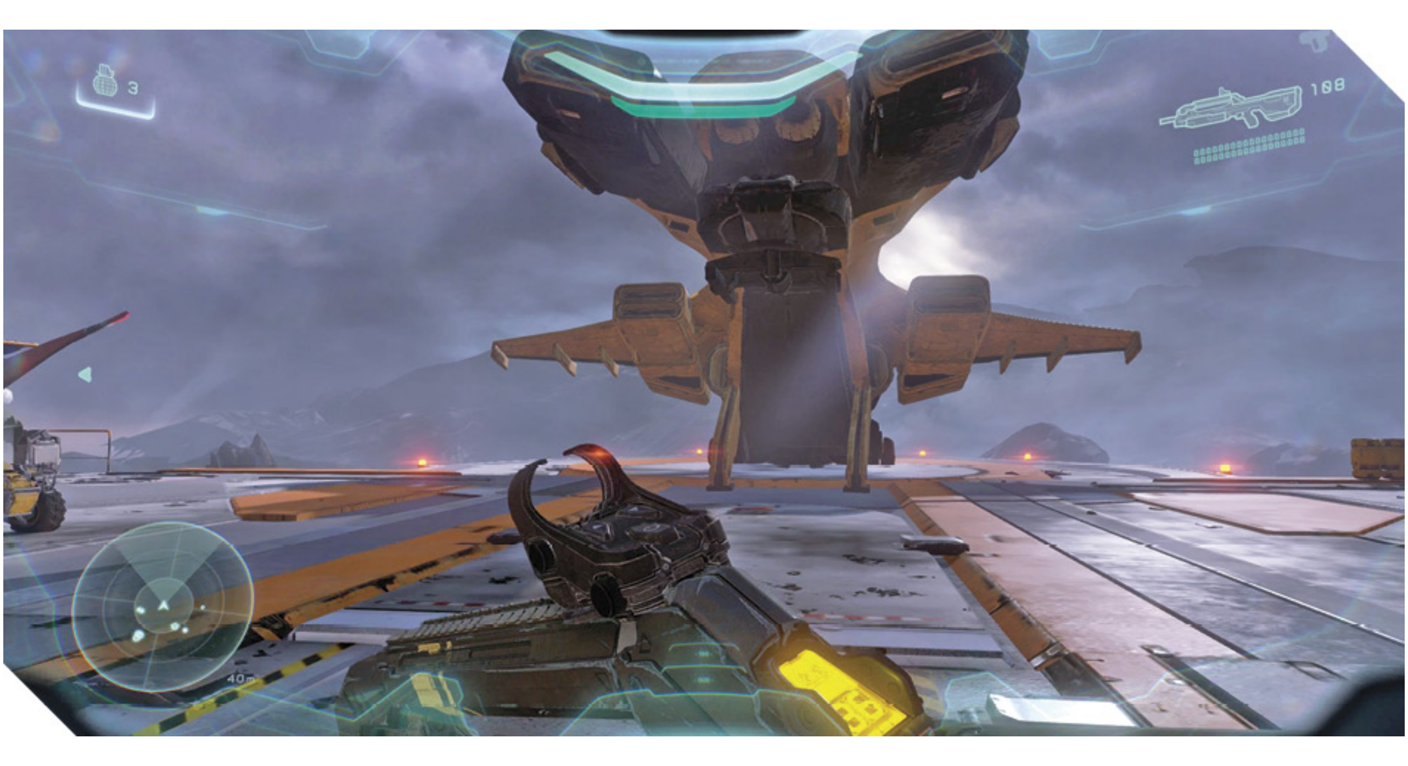
MISSION 4 INTEL ACQUIRED (7/8)

The time has come to leave the lavishness of Meridian Station behind. Sprint toward the landing pad 8, following your objective marker to the cargo Pelican that Sloan has provided. Before hopping aboard, jump onto the crates on the left to discover Meridian Station's very last data pad.



MISSION 4 INTEL ACQUIRED (8/8)

Scan the data pad for one final piece of intel, then head for the Pelican. Climb aboard to hitch a ride to Apogee Station. Blue Team can't evade you forever!



Mission 5: Unconfirmed

Mission Briefing

"We'll find our targets and be out of your way shortly."

After conducting extensive investigations around Meridian Station, Fireteam Osiris has uncovered a solid lead into Blue Team's potential whereabouts. A UNSC ship was recently seen headed to Apogee Station, another site on Meridian that has fallen under Promethean siege. With help from Governor Sloan, Osiris hitches a ride to Apogee in pursuit of their elusive quarry.

Although the reports are unconfirmed, rumor has it that a UNSC vessel was recently seen flying toward Apogee Station. This is the best lead that you've discovered, so follow it to its end, Spartan. Storm Apogee Station in search of clues that will point you toward Blue Team.

Enemies Encountered

CRAWLER

KNIGHT

SOLDIER

WARDEN ETERNAL

WATCHER

Vehicles Encountered

MONGOOSE

Special Weapons Acquired

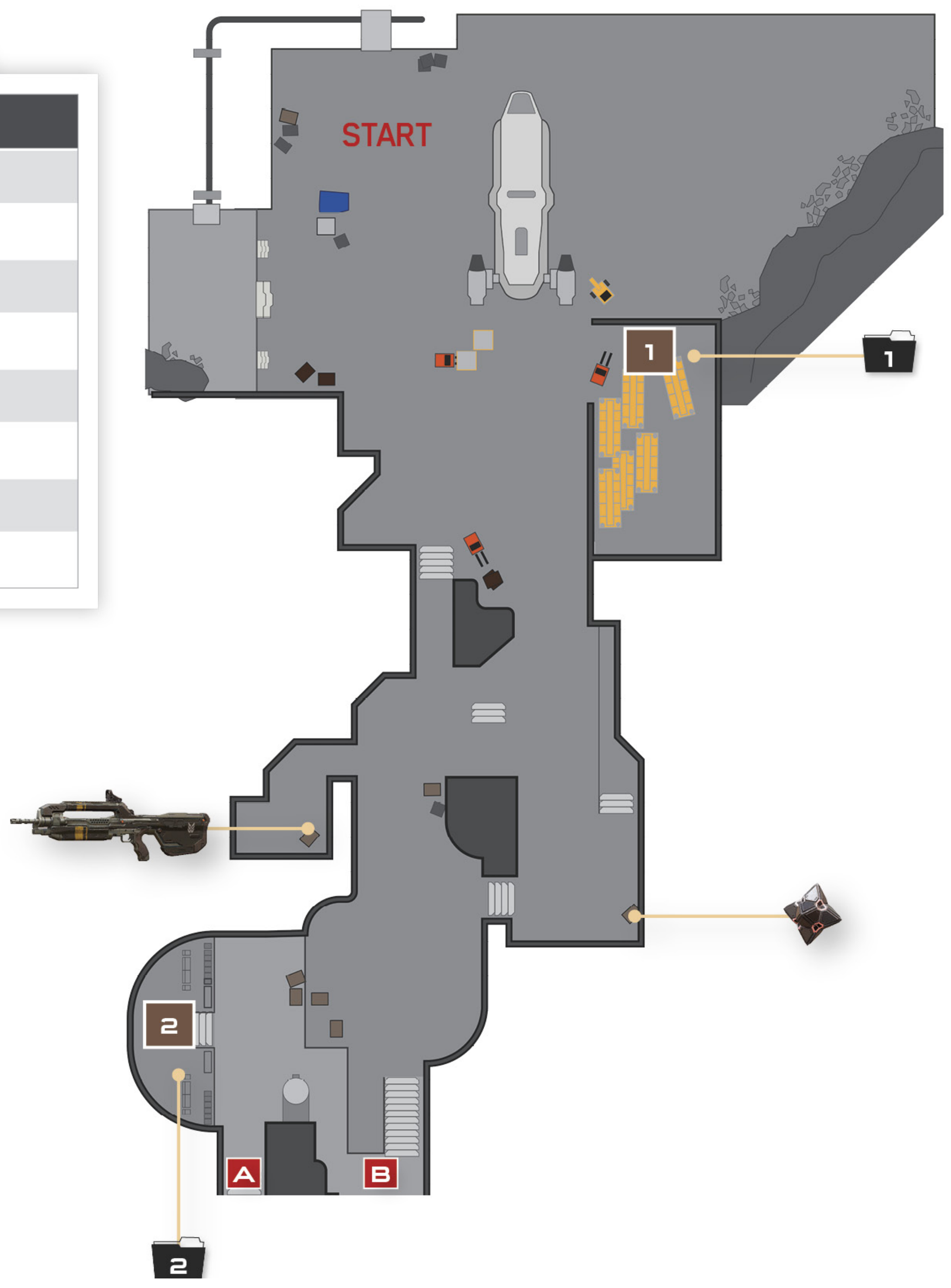
NORNFANG

Mission 5: Unconfirmed

Unconfirmed Reports

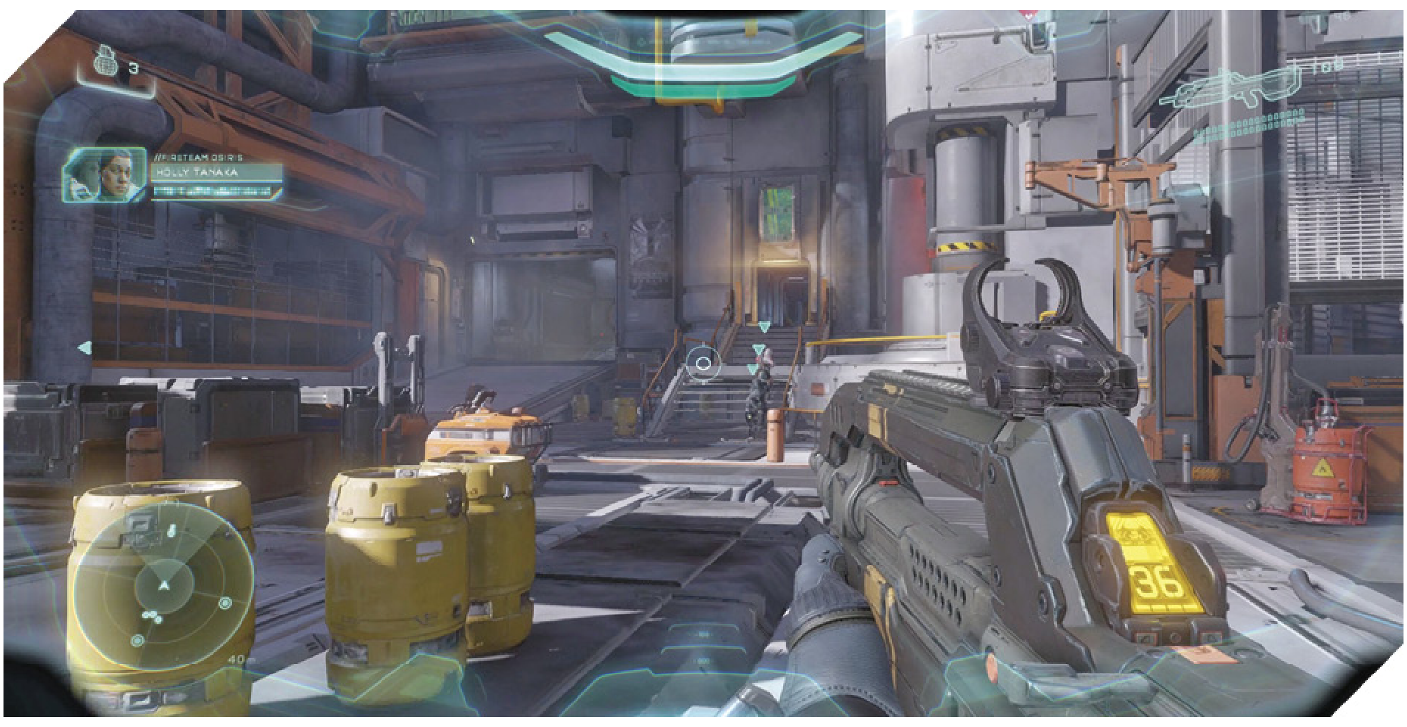
MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
▥	Ammo Icon
1	Mission Intel Icon
☠	Skull Icon

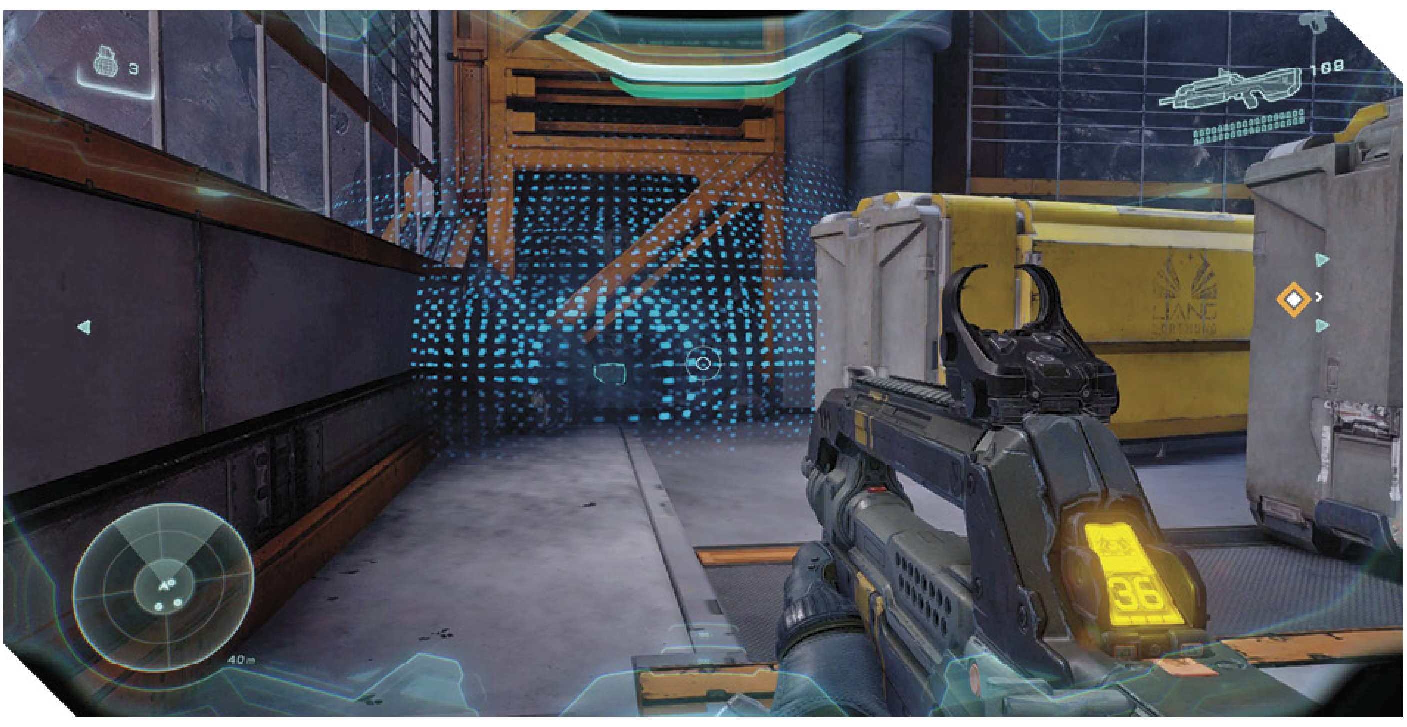


OBJECTIVE: FIND BLUE TEAM

Governor Sloan has done his part; now it's up to Fireteam Osiris to do theirs. Touching down at Apogee Station, you find that Sloan has deployed an extra squad of militia to help you track down Blue Team—and to keep an eye on you.

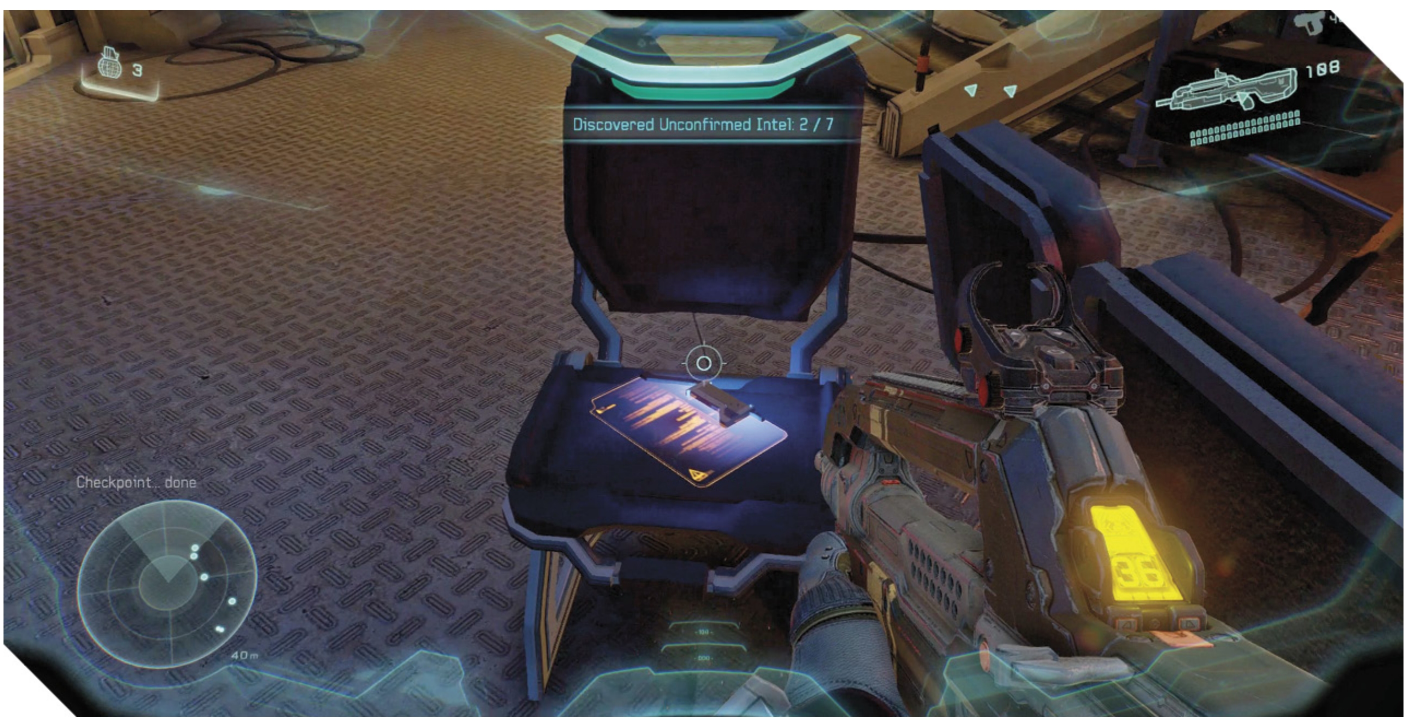


Before following the militia upstairs, turn left and engage Locke's Artemis system to detect an interesting object on the landing pad's left side 1. Approach and scan the object, which turns out to be a radio encased in glass, to unlock new intel.



MISSION 5 INTEL ACQUIRED (1/7)

Backtrack to the Pelican and follow the militia upstairs, heading toward the sounds of battle. Before joining the fight, duck into the waiting area on the right 2 and use Artemis again to discover a UNSC data pad resting on a chair. Scan it for another piece of intel, then join the nearby fight.



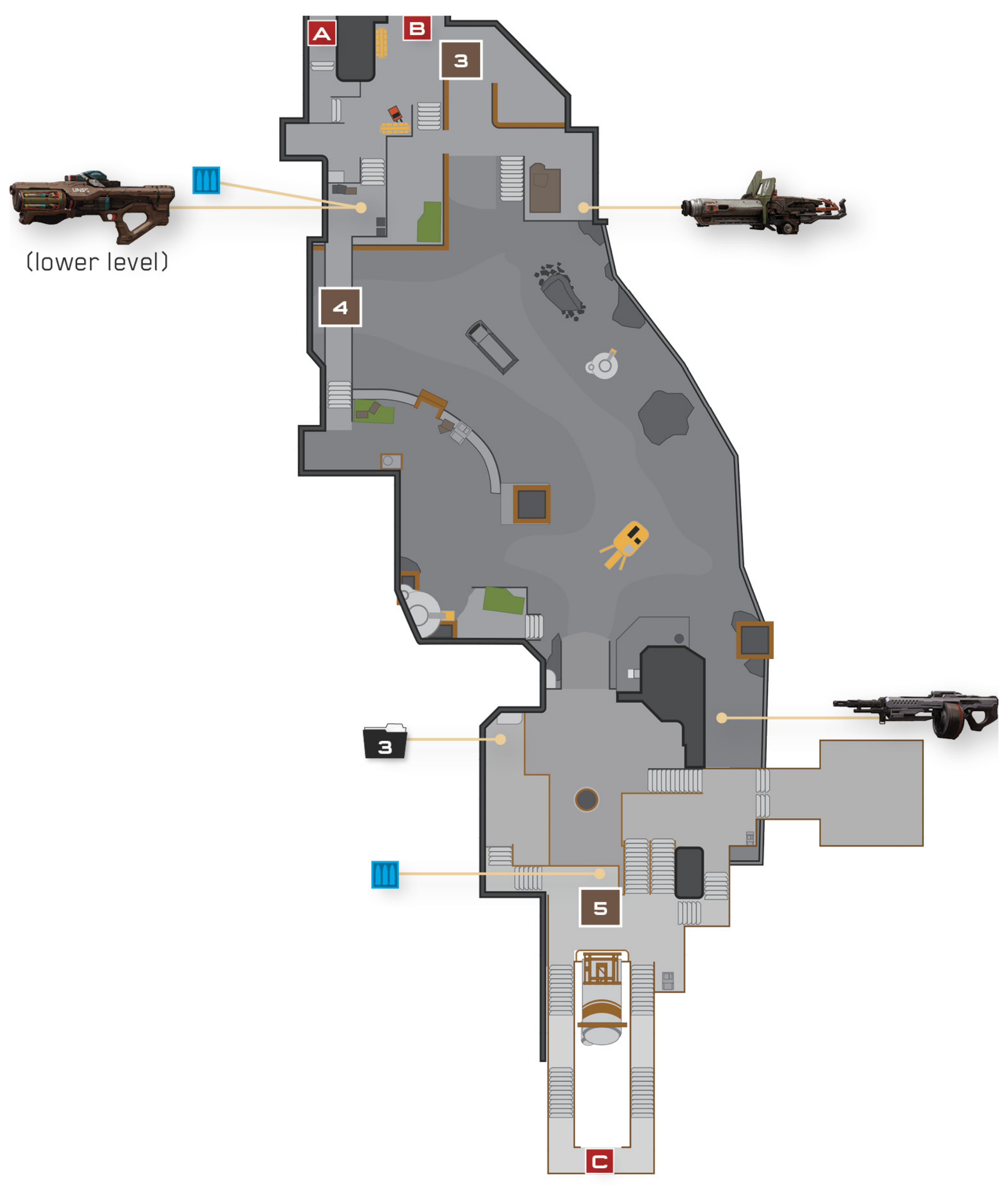
Discovered Unconfirmed Intel 2 / 7

Checkpoint... done

MISSION 5 INTEL ACQUIRED (2/7)

Mission 5: Unconfirmed

Major Firefight: Apogee Station Base



Locating Blue Team won't be easy, for Apogee Station is under heavy attack. A vast number of Crawlers and Soldiers threaten to overwhelm you just a short distance from the landing pad. Good thing Governor Sloan sent those extra men with you!

RECOMMENDED LOADOUT

The Battle Rifle and Magnum that Locke brings into this battle are worthy weapons for picking off the teeming Prometheans. As always, aim for headshots to bring down each construct in short order (especially the Crawlers). You can find another Battle Rifle on your way to the fight, which you may wish to give to a teammate. Several useful weapons are available once battle is joined.

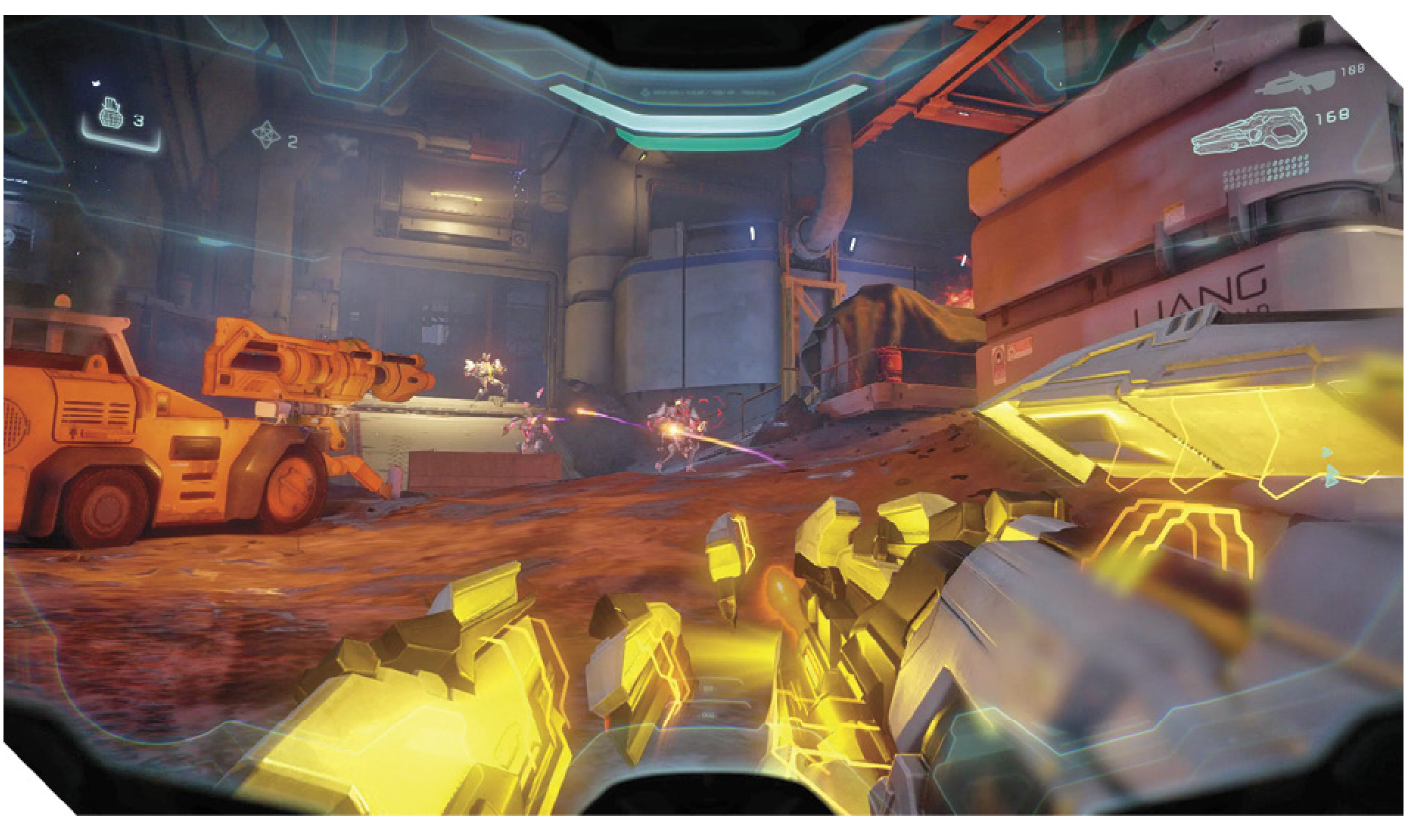
You enter the battle from an elevated vantage **3**. Remain on the entry platform and unload on the advancing Promethean horde. Additional ammo and weaponry can be found in the nook to the right, including Magnums, Frag Grenades, Assault Rifles, and a Hydra Launcher. Try to save the Hydra Launcher for a future encounter and make do with smaller arms.

There's also a Chaingun Turret on the left, but don't man it unless you intend to detach it by holding the Melee button—you're far too exposed to the vast amount of enemy fire headed your way. Once it's detached, you can wield the Turret while on the move. Use the Chaingun to mow down foes without having to rely on the Hydra.

THE HIGH GROUND

Scale the stairs on the right to reach an elevated walkway **4** that features a Battle Rifle and DMR, along with a good vantage for picking off Prometheans.

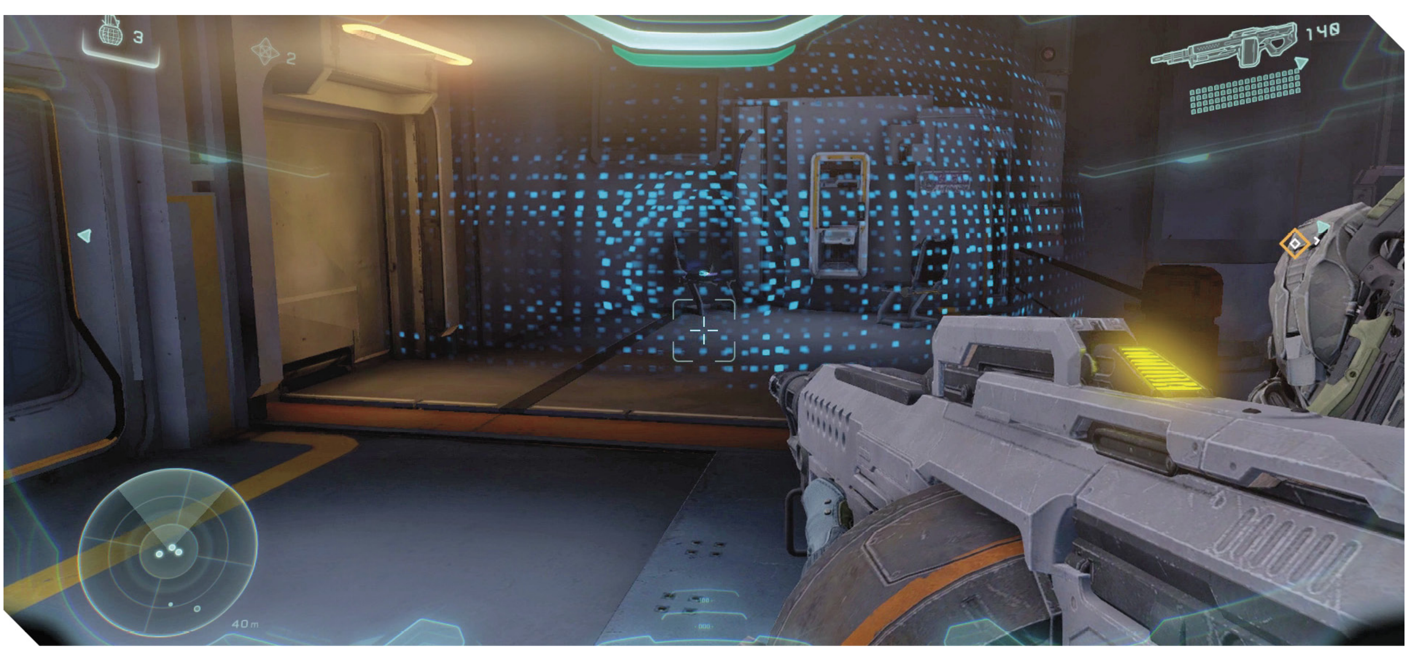
Advance uphill when the battle shifts to your favor. Swap your Magnum for a Suppressor and use it to shred the last few Soldiers and Crawlers, prioritizing the Soldier Captain who bombards you with Splinter Turret fire from an elevated platform. Secure the area, then double back and swap your Battle Rifle for the Hydra Launcher. Top off your Suppressor ammo as well, or grab the SAW that's stashed in the area's far left corner. Grab the Splinter Turret left by the Soldier Captain as well, and be sure to give weapons to your teammates.



LEGENDARY STRATEGY

Avoid using the Chaingun Turret when playing on Legendary—you need all the mobility you can muster. Even if you detach the turret, your movements will still be hampered, so exploit the ammo kits in the side nook to keep your weaponry topped off instead. Also, don't advance up the hill, because Soldiers are better at sticking to cover on Legendary and will likely pick you apart. Instead, use the elevated walkway on the right **4** to press forward safely.

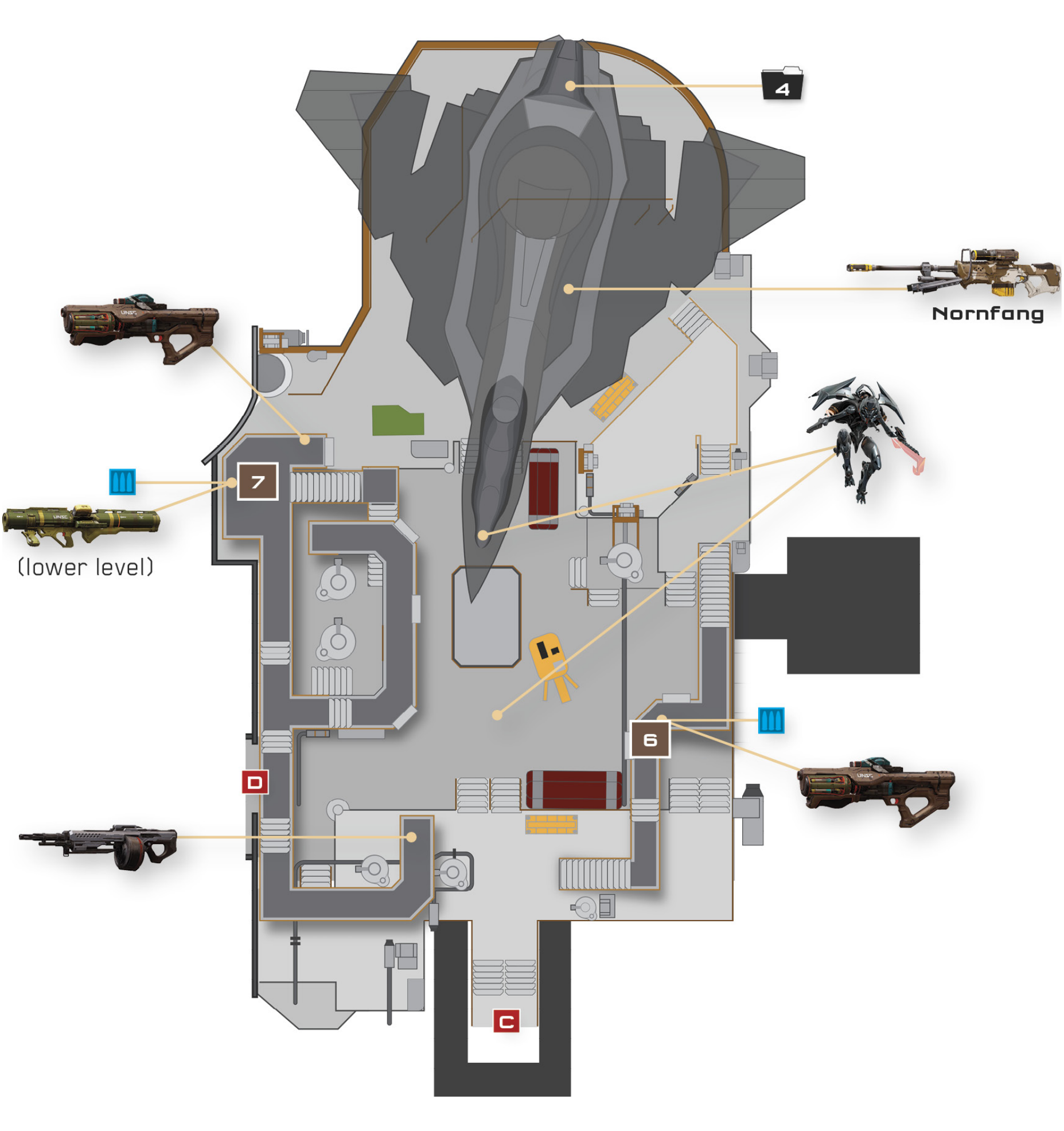
Head upstairs, moving toward Apogee Station's roof. You'll pass a UNSC weapon rack stocked with Shotguns and SMGs along the way **5**. While facing the weapon rack, turn left and descend the nearby stairs. Use Artemis to detect a UNSC data pad on a nearby chair, then scan it for intel before making your way upstairs to the station's roof.



MISSION 5 INTEL ACQUIRED (3/7)

Mission 5: Unconfirmed

Major Firefight: Apogee Station Rooftop

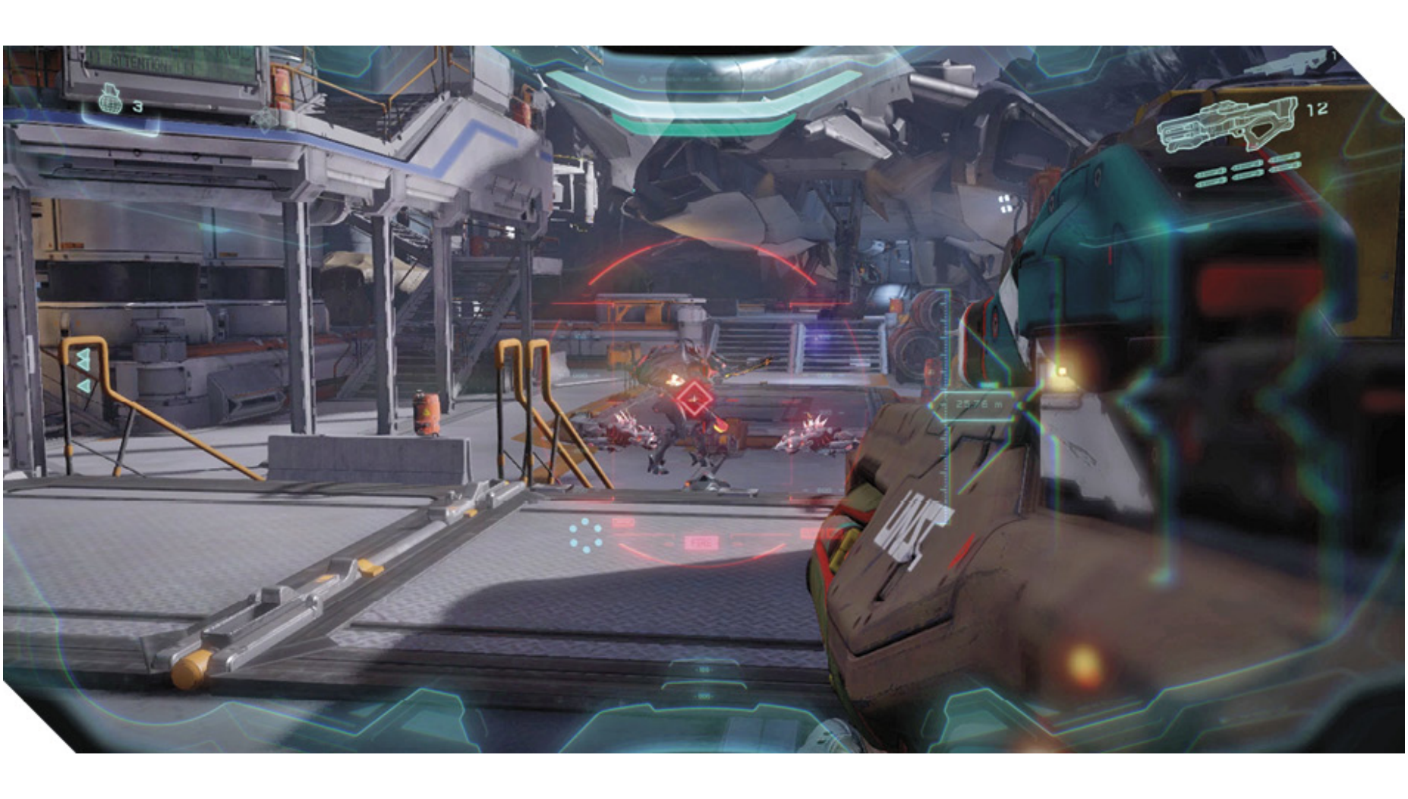


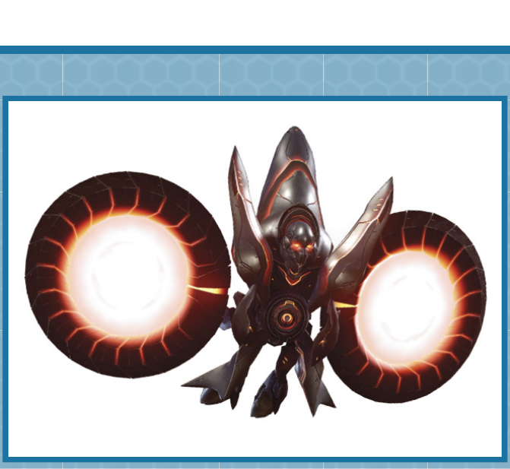
Another intense battle erupts on the roof of Apogee Station. This one's even more challenging, for there's very little cover, and you face two hulking Knights armed with lethal Scattershots in addition to numerous Crawlers and Soldiers. Wiping out the Knights should be your first priority, especially the one closest to your entry point.

RECOMMENDED LOADOUT

The Hydra Launcher you found in the nook during the previous firefight helps you obliterate the first Knight in short order. Bring the Hydra and a fully stocked Suppressor or SAW, and you'll be well armed for this battle. If you'd like even more firepower, grab the detached Splinter Turret that the Soldier Captain left behind in the previous battle and carry it with you.

A towering Knight stands in the center of the roof. If you brought the Hydra Launcher or Splinter Turret upstairs with you, lock on and pound the Knight from afar. Toss grenades as well, aiming to bring down the Knight before it can mount much offense. If the Knight spawns a Watcher, switch to your Suppressor and destroy the Watcher first, then return to battling the Knight.

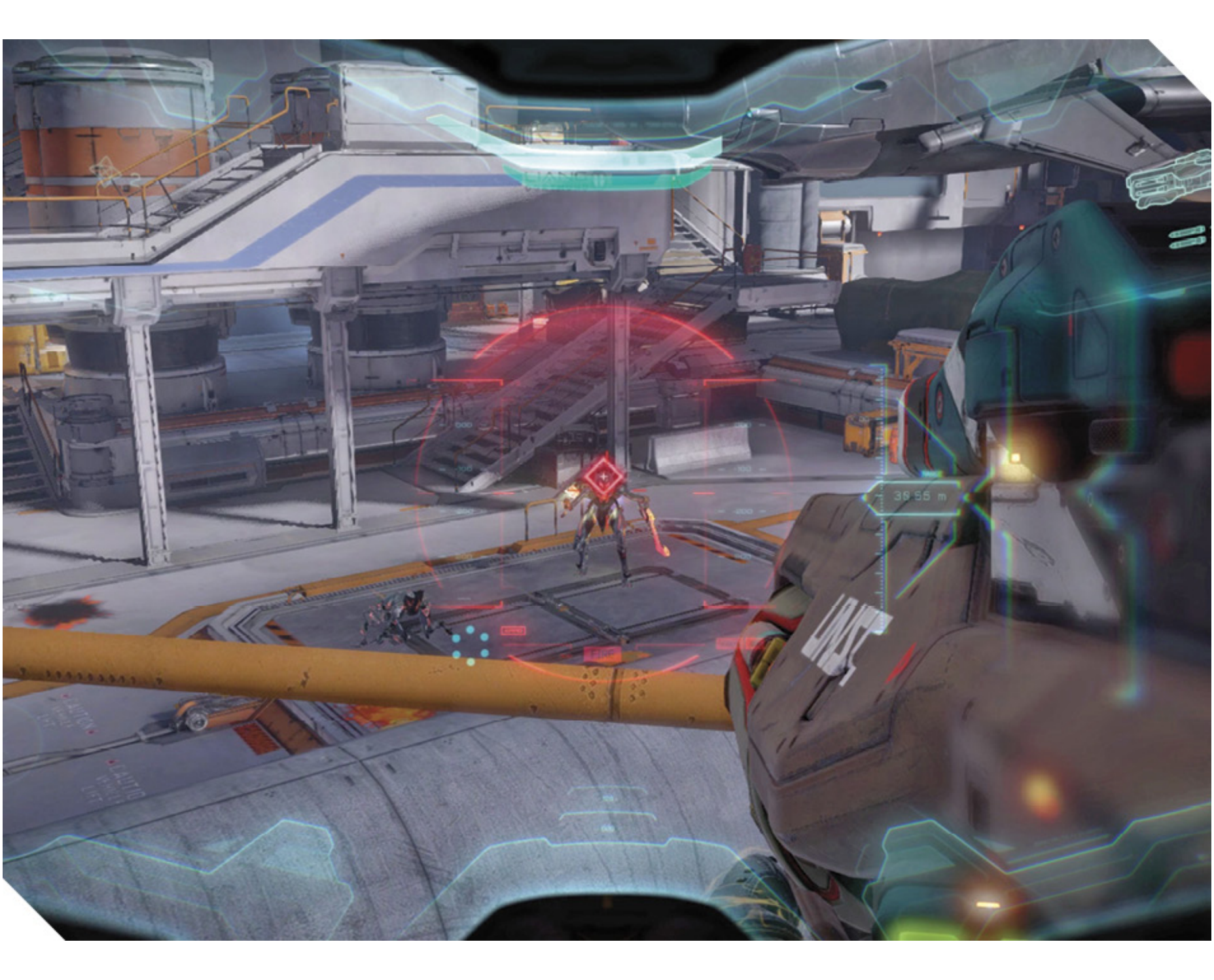




WATCHERS

Serving a support role for Promethean forces, Watchers fly around the battlefield in search of Crawlers, Soldiers, and Knights to shelter with Hardlight Shields. Watchers can also repair damaged allies, restoring their armor and healing them back to full vigor. Grenades that you throw or launch from Plasma Casters can be caught and tossed back at you by Watchers, as can missiles fired from Hydra Launchers. Watchers can also fire their blasters at you from on high. Watchers can make simple battles far more challenging, but they can't withstand much damage. Exploit their weakness and annihilate Watchers with fast-firing weapons such as the Assault Rifle or Suppressor before taking the fight to their allies.

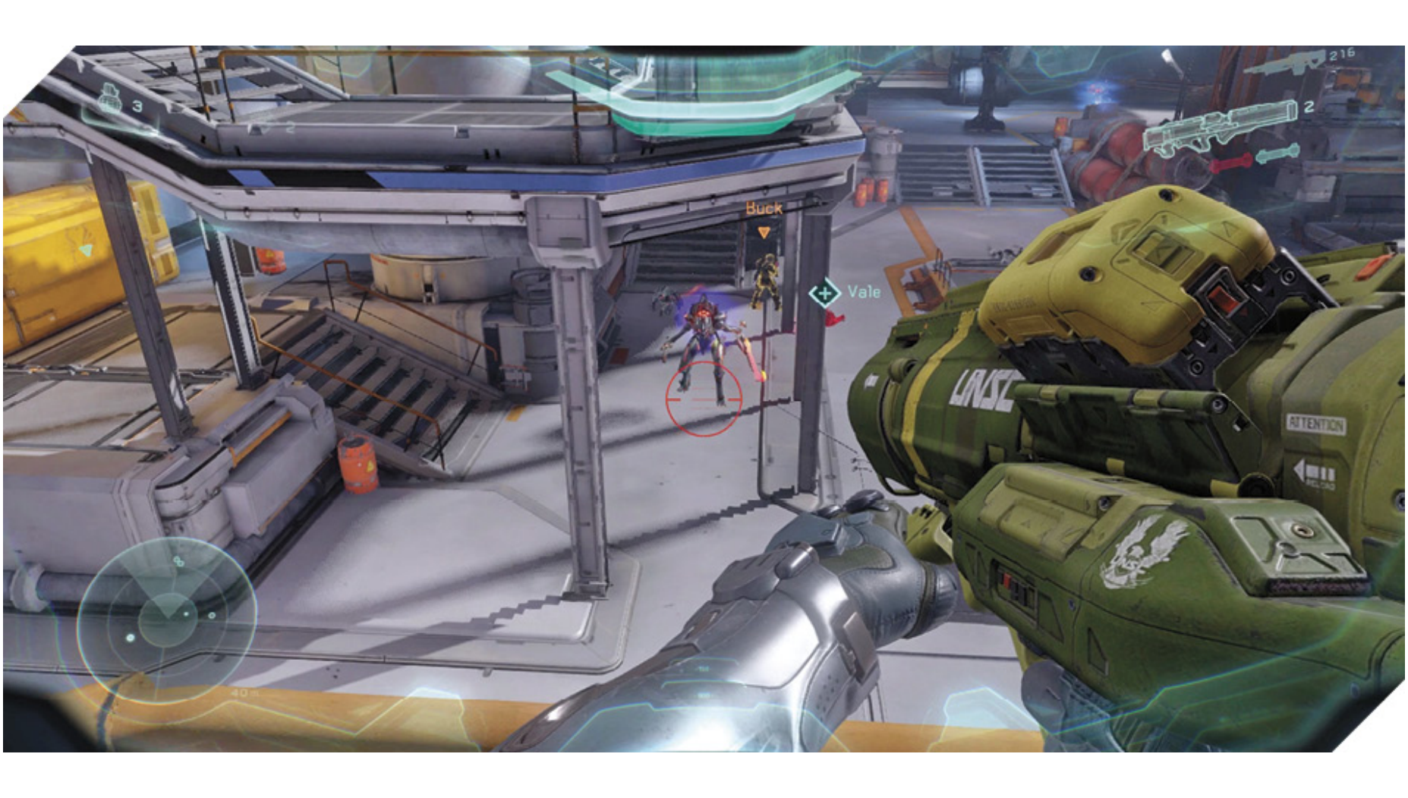
There's another Hydra Launcher up the stairs on the right 6, along with an SMG and some ammo crates. This is fortunate, because another Knight lurks just ahead. Reload your Hydra and unleash it against the remaining Knight. Once it's down, fall back and mop up the remaining Soldiers and Crawlers.



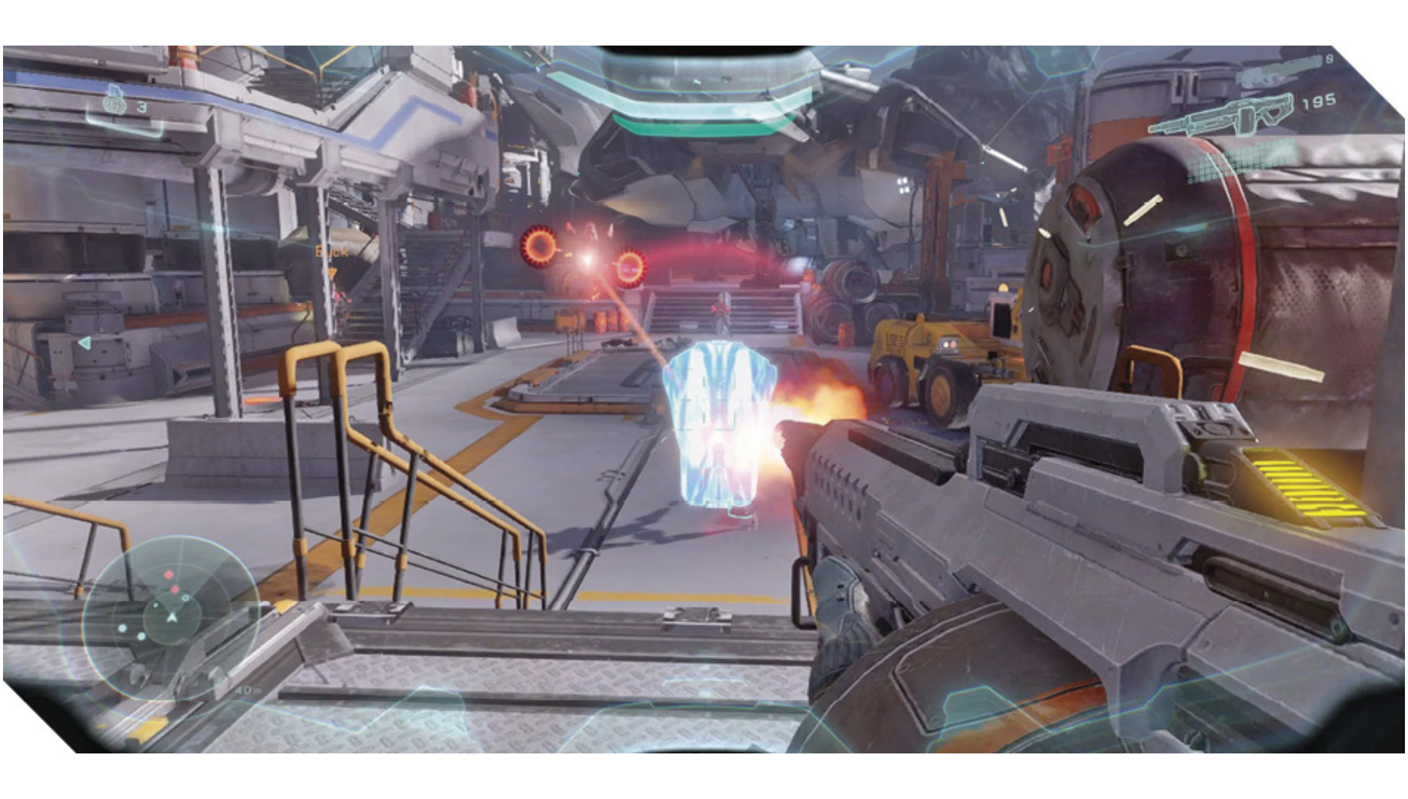
LEGENDARY STRATEGY

Keeping near the entry stairs throughout this battle is vital during Legendary play. Exploit the Hydra Launcher and ammo kits up the stairs on the right 6 to gain valuable firepower and ammo, but don't remain on that walkway, for you're far too exposed. Fall back to the entry stairs and stick close to the cover afforded you there. Don't hesitate to fall back downstairs for more ammo if need be.

If the Hydras aren't enough, there's a Rocket Launcher lying near a UNSC weapon rack along the left wall 7. Sprint there to reach it safely, then head upstairs to reach the walkways above, where you'll discover another Hydra Launcher and an excellent firing vantage. (There's also a SAW at the walkways' far end.)



Before long, two Watchers arrive, along with some Soldier and Crawler reinforcements. Many of the Soldiers wield Scattershots, making them extremely dangerous to battle up close. Fall back and bring down the Watchers first with a Suppressor, SMG, or similar weapon, or else they'll shield and repair their damaged allies, extending the battle.

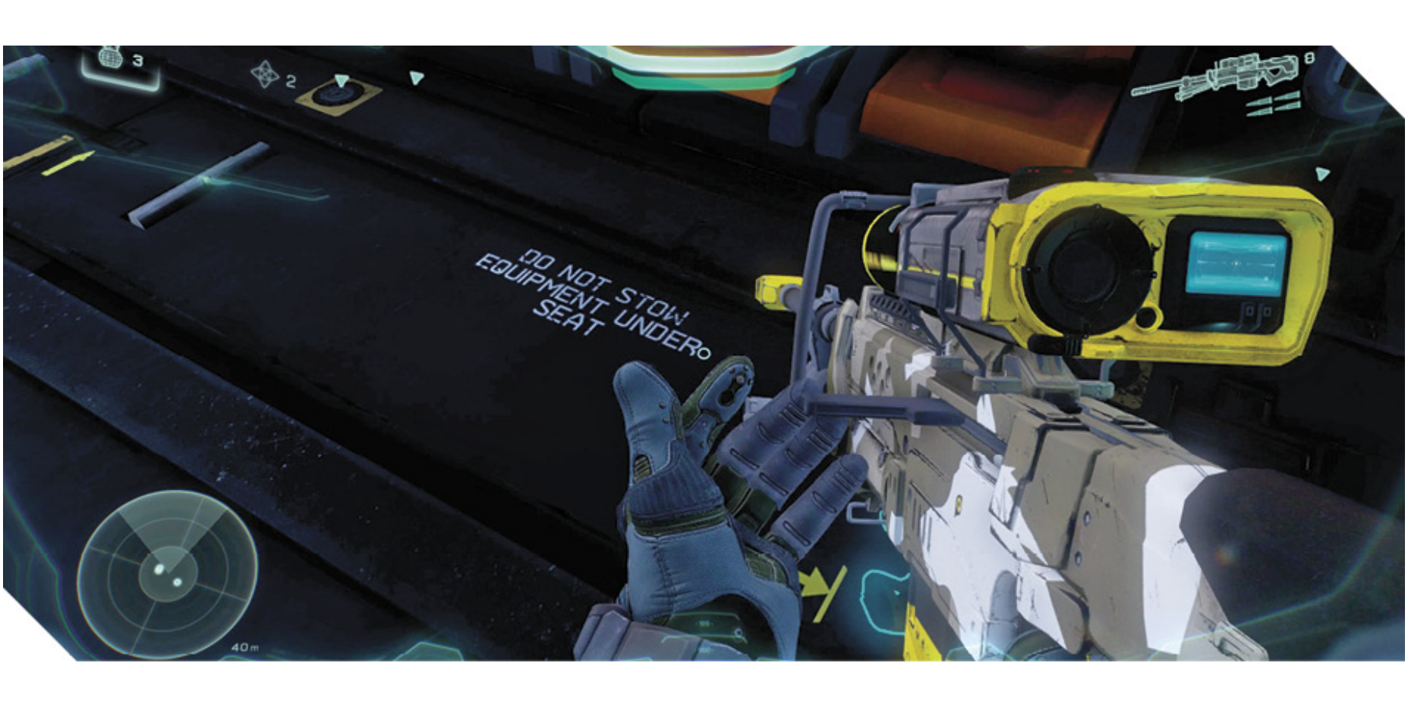


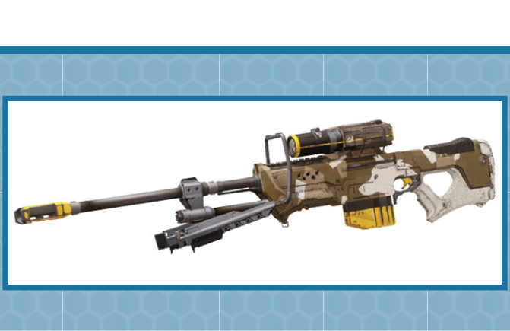
ACHIEVEMENT: WAITING ON YOU

To earn this Achievement, you must allow a Watcher to repair one of its damaged allies. Shoot a Soldier or Knight until its armor shatters, then back off and allow a Watcher to administer repairs. Wait for the Watcher to finish, then defeat the Soldier or Knight it has just fixed. This final act of aggression earns you the Achievement!

OBJECTIVE: INVESTIGATE PROWLER

With the rooftop secured, you can take a closer look at the Prowler parked on the far side. Step inside to find an Assault Rifle, some Frag Grenades, and a customized Sniper Rifle called Nornfang. This is Spartan Linda's weapon! There's no doubt about it now; you're hot on Blue Team's heels.

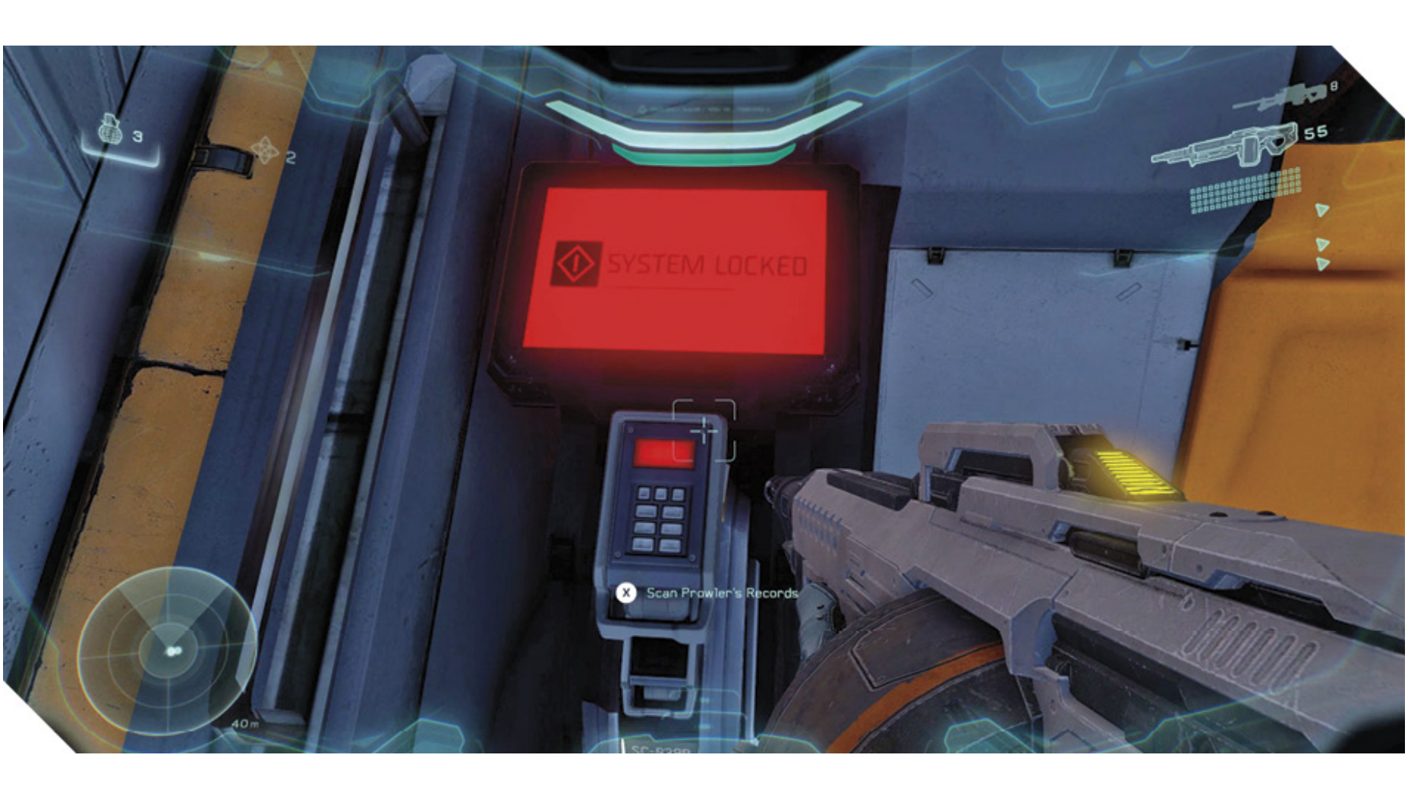




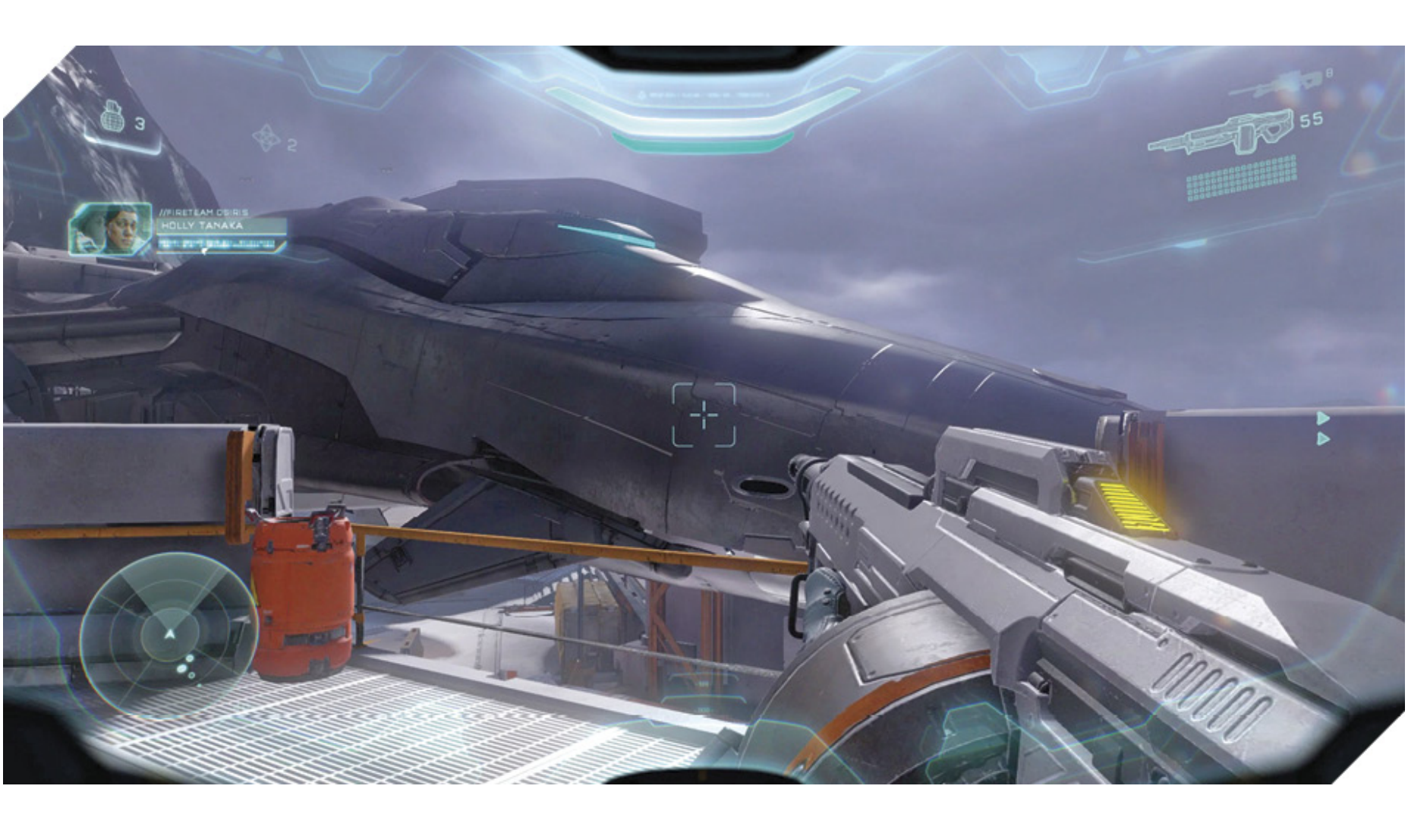
NORNFANG

A master-crafted instrument of death and destruction, Nornfang is a special Sniper Rifle customized by Spartan Linda. She'd never leave this treasured weapon behind; something must be wrong.

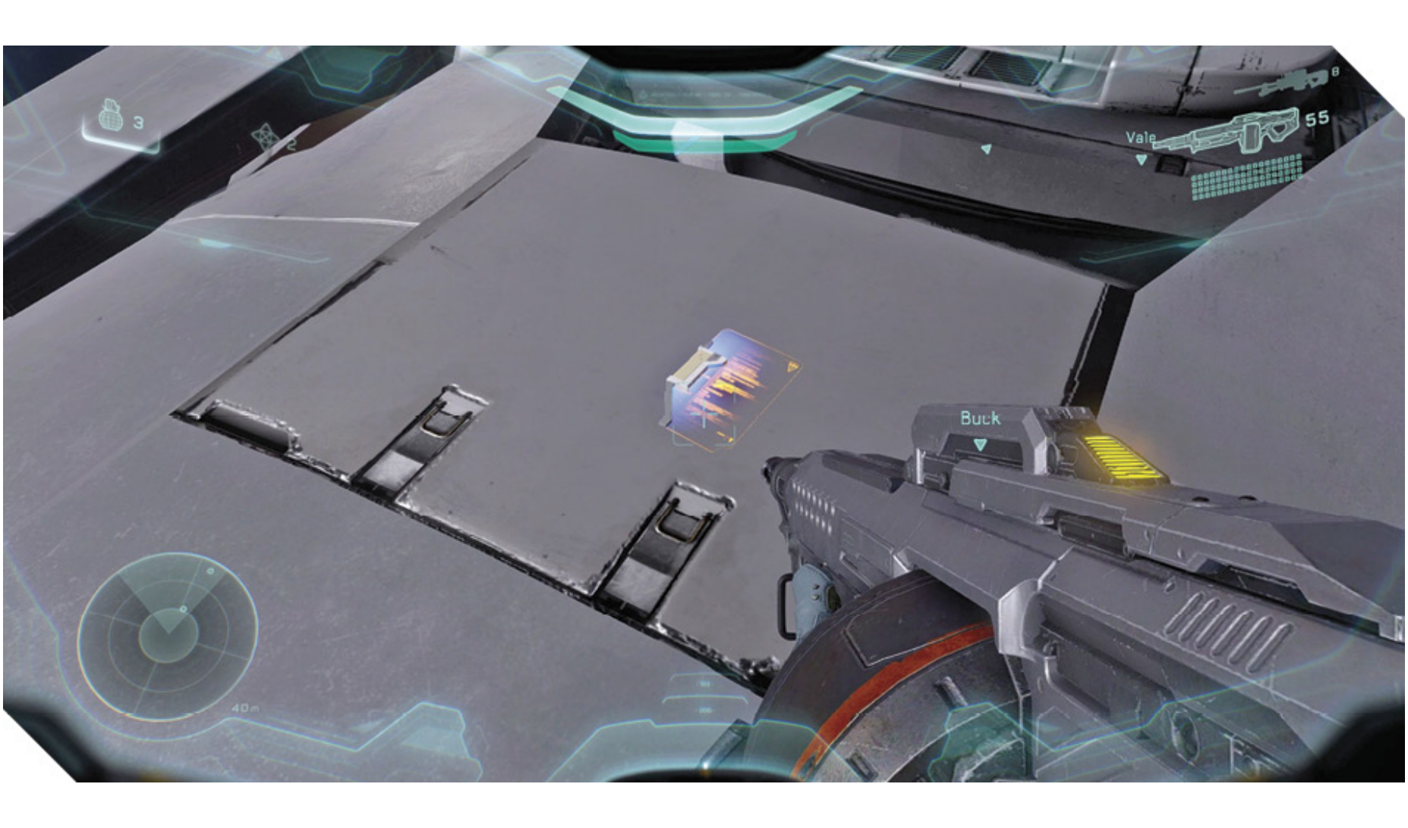
Blue Team can't be far, but you need more information. Access the terminal in the back of the ship to discover that Blue Team has likely entered the nearby mine, which Governor Sloan reluctantly grants you access to.



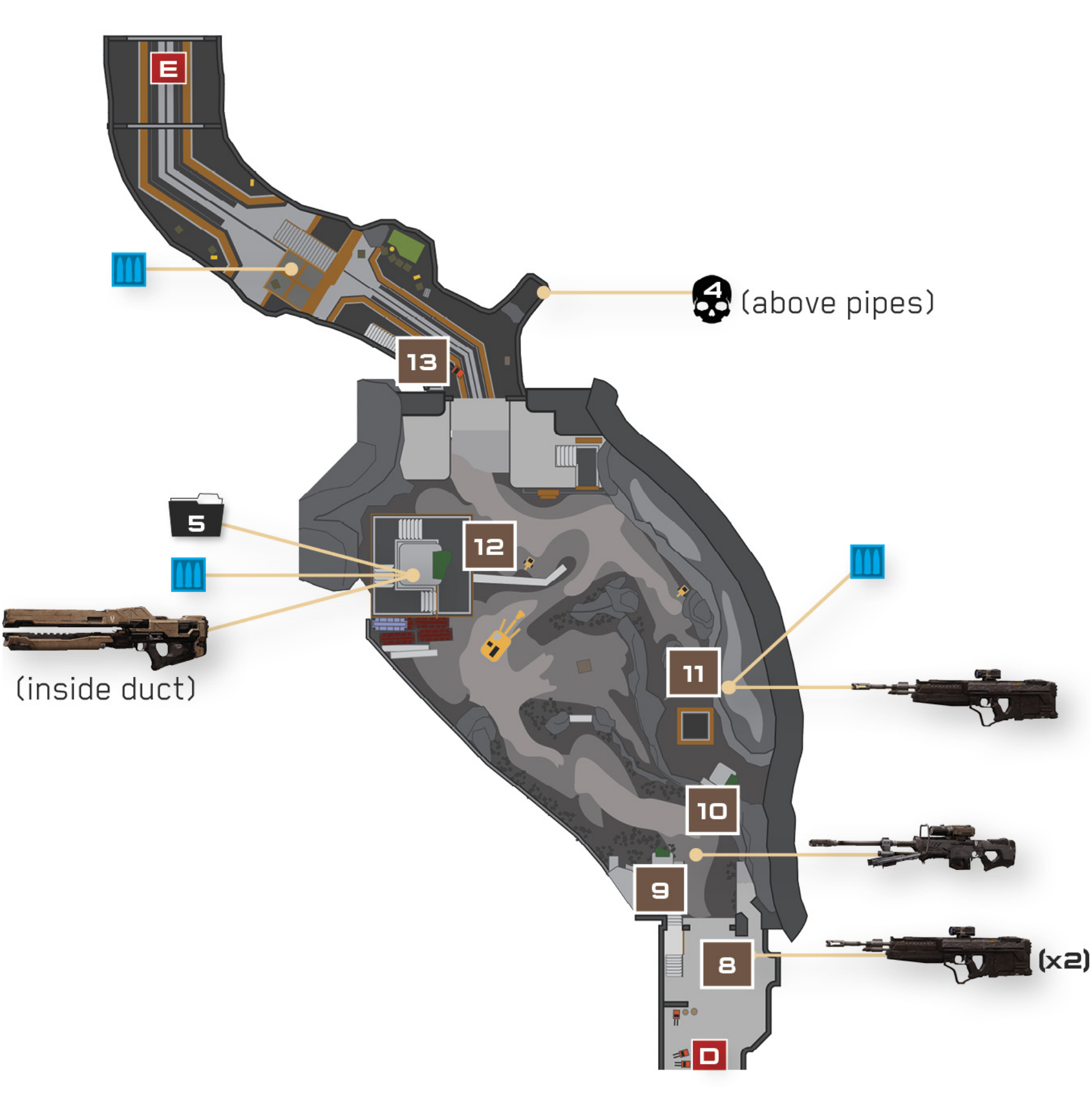
Before heading to the mine, move behind the Prowler and engage Artemis to detect an item of interest on top of the ship. To reach it, go upstairs to the top of the platform above the Rocket Launcher 7. (The stairs will be on your right as you move away from the Prowler.) From the height of that platform, jump on top of the Prowler (you may need to thrust in midair to make it).



Once you're on the Prowler, simply head to the back and use Artemis to locate a UNSC data pad. Scan it for more intel, then drop down. Grab the DMR near the barricade in front of the Prowler, and bring it and Nornfang with you into Quarry 6C.

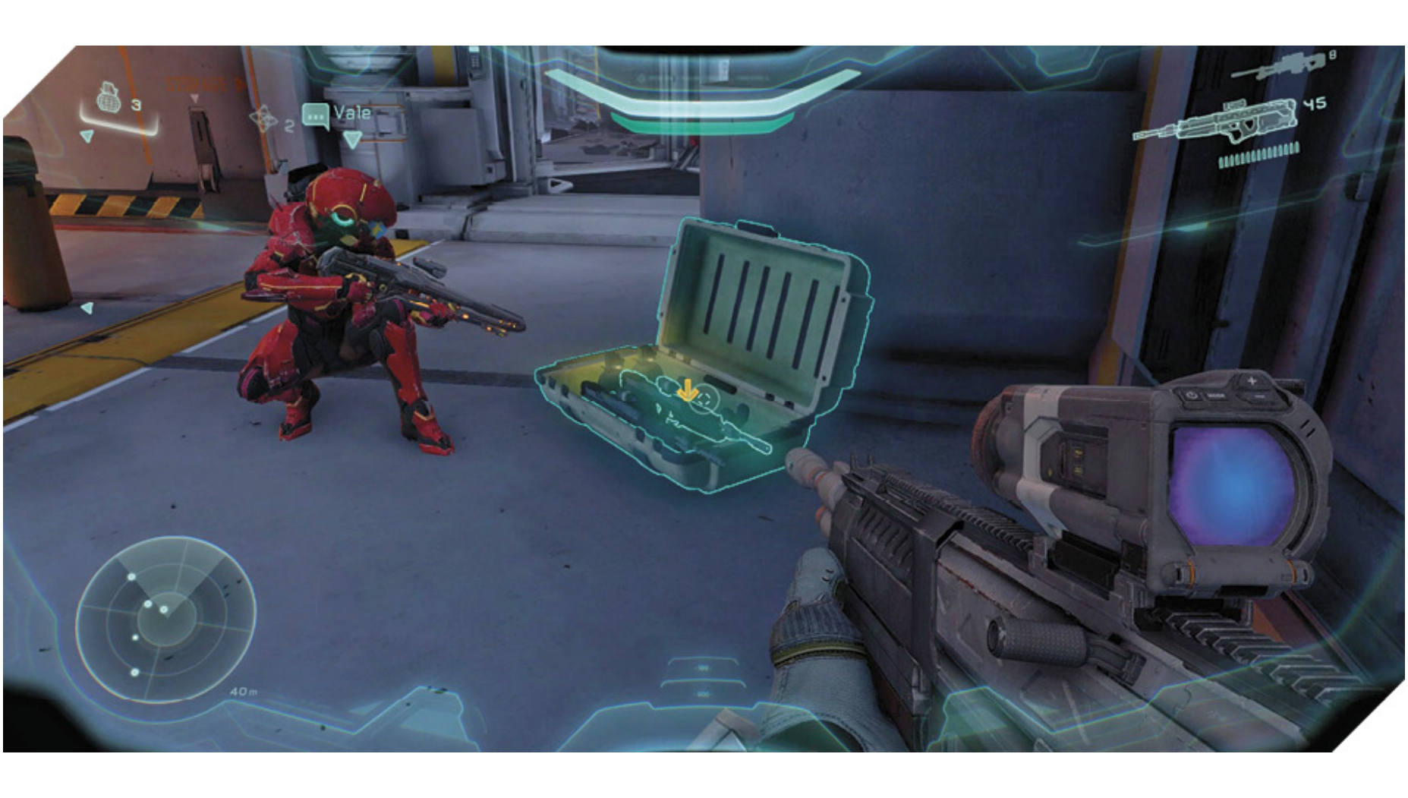


MISSION 5 INTEL ACQUIRED (4/7)

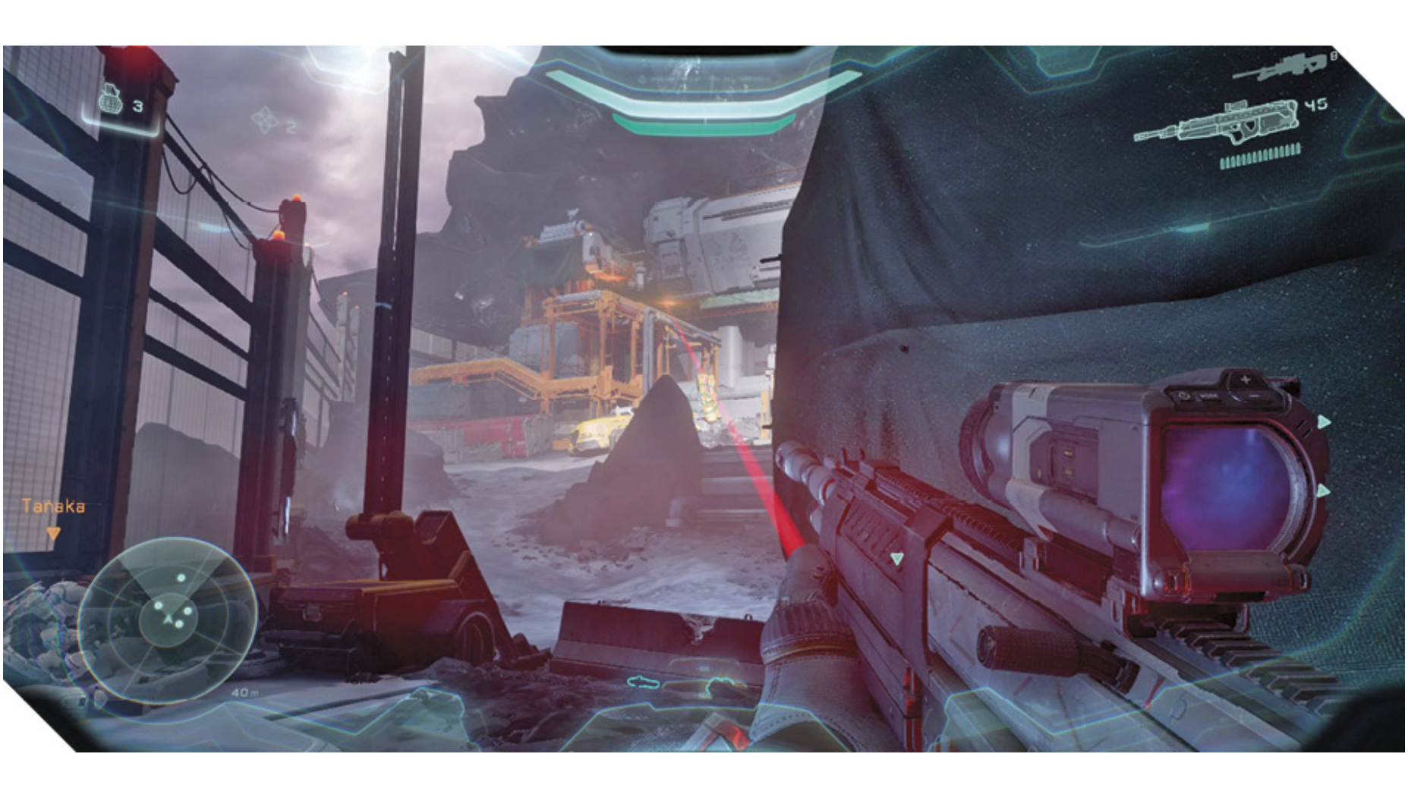


OBJECTIVE: PURSUE CHIEF AND BLUE TEAM

Soldier Snipers armed with deadly Binary Rifles have taken position all around Quarry 6C. The Soldiers have the high-ground advantage, so you face a harrowing uphill battle. Grab some DMR ammo from the case in the quarry's entry 8 and give away any extra DMRs to your teammates.



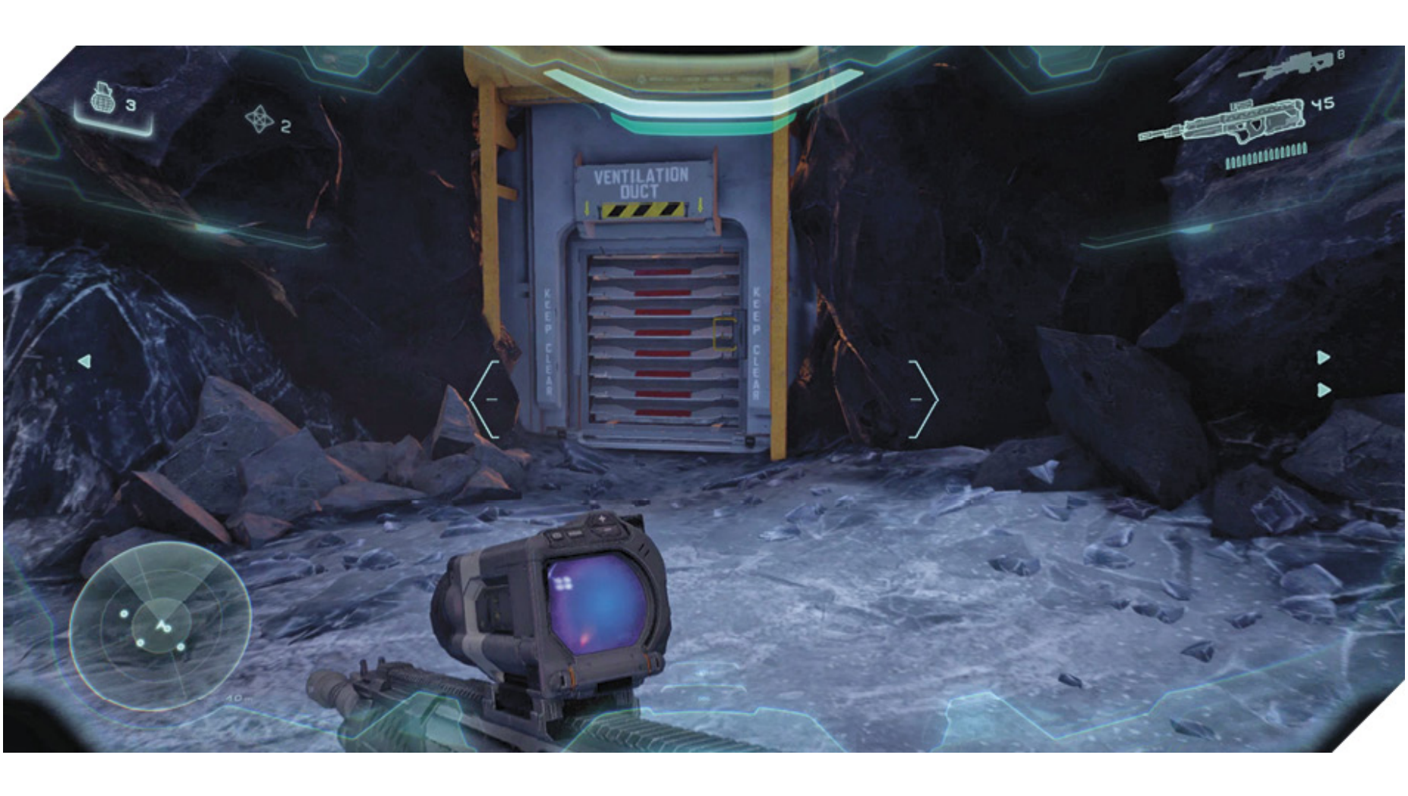
Two doorways lead into the quarry, and it pays to split up if you're playing with friends. Those who exit through the left doorway should take cover behind the large machinery that's covered by blankets 9. This is a good spot to pick shots at the Soldier Snipers while you remain near cover.



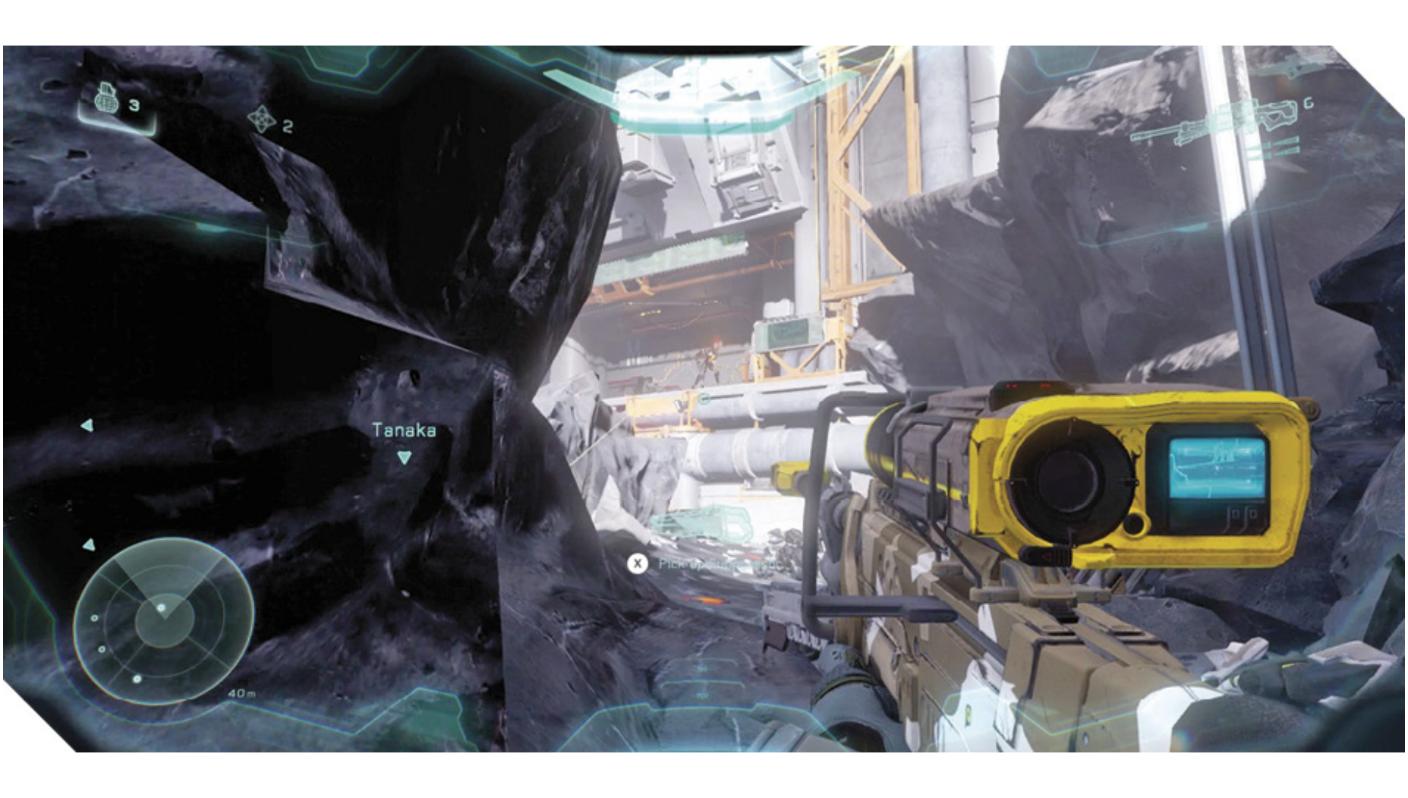
SNIPING THE SNIPERS

Soldier Snipers wear light armor, and their heads are largely unprotected. Aim for the head with a DMR to kill them with one shot.

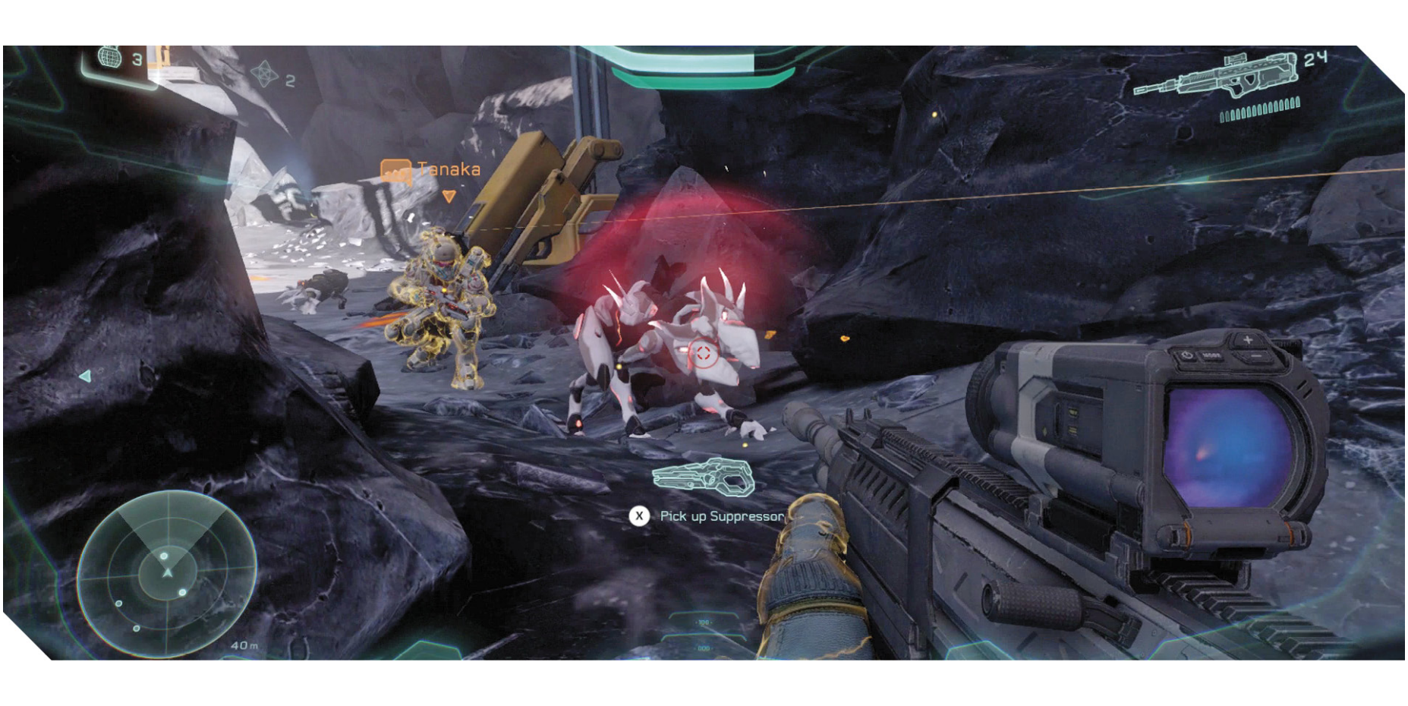
Spartans that exit through the right doorway are able to reach higher ground. Begin by performing a Spartan Charge through the shutter on the right 10, which is marked "Ventilation Duct." You end up in a small nook; jump and climb up to higher ground.



After climbing, take cover behind the large nearby rock 11 and pick shots at the distant Snipers. The laser sights of their Binary Rifles betray their positions—simply track their lasers back to them. Be extremely cautious each time you poke out to fire, and try to score a quick headshot for an instant kill before ducking back to safety. Avoid leaving cover unless you have full shields.



Crawlers will spawn and rush you from time to time as you fire on the Snipers. Blast them with headshots as they approach, and whack any nearby Crawlers with a melee blow or two to defeat them.



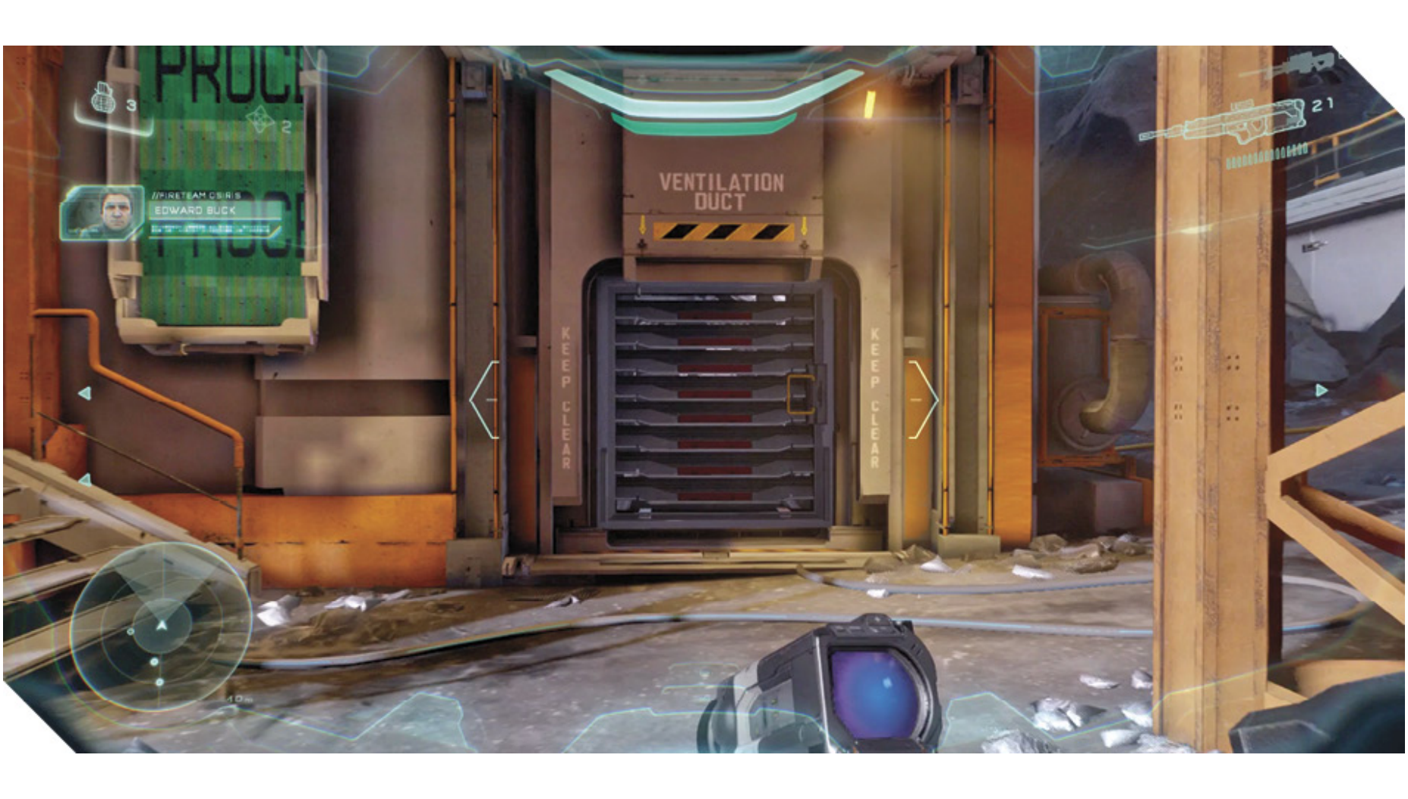
FALL BACK FOR AMMO

If you run out of DMR ammo, fall back to the quarry's entrance and loot the case of DMRs. There's also a Sniper Rifle just inside the quarry, lying on the ground near a low barricade.

LEGENDARY STRATEGY

Soldier Snipers are absolutely lethal on Legendary. They're much quicker at pulling the trigger, and being hit often means instant death. Their Binary Rifles won't leave anything left for your teammates to revive, so you've got to avoid being shot. Keep near cover and only emerge when your shields are full. Squeeze off *one* headshot and then immediately retreat behind cover again, even if you miss. Crawlers spawn each time you kill a Sniper; eliminate them all before returning your attention to the Snipers.

Sloan opens the door to the nearby mine after you've secured the quarry. Before rushing onward, take a moment to charge through another shutter at the base of the platform on the left 12. This leads to a small ventilation duct, where you discover a Railgun, some ammo kits, and a UNSC data pad. Scan the pad, grab or give away the Railgun, and restock your DMR ammo before backing out and heading into the mine.

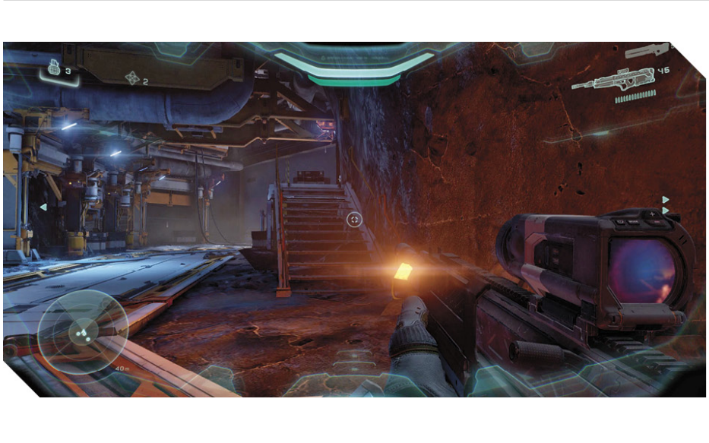


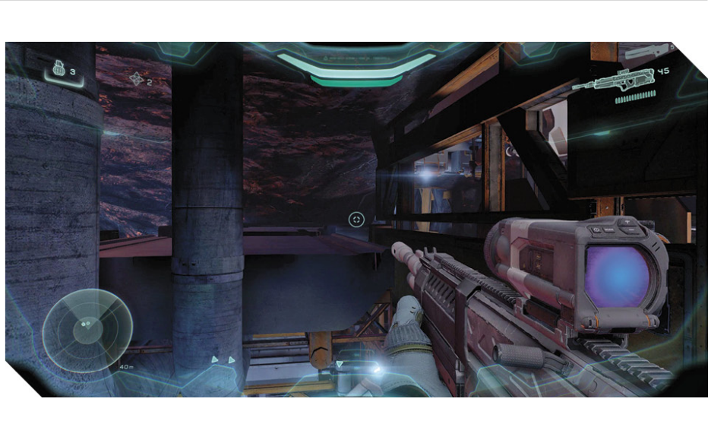
MISSION 5 INTEL ACQUIRED (5/7)

FIRETEAM SNIPER

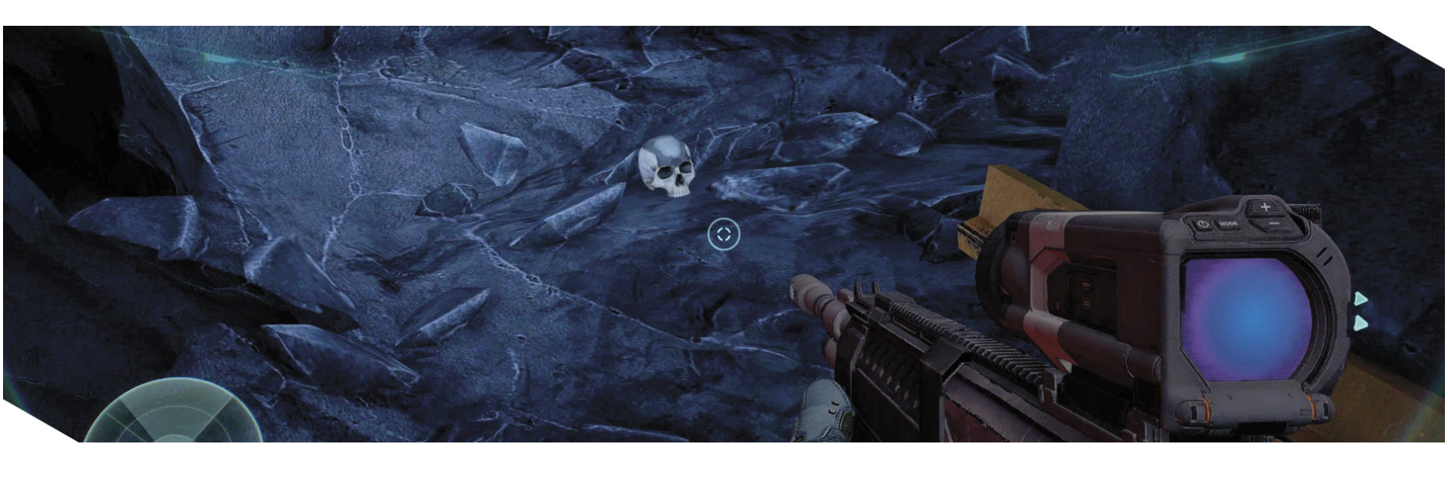
Give the Binary Rifles dropped by the Soldier Snipers to your teammates to bolster Osiris's long-range firepower!

SKULL 4 OF 13: BLIND





A UNSC weapon rack stocked with SMGs and Shotguns stands in the mine's entry hall. You don't particularly need these weapons, so turn around and scale the stairs behind you to reach a small landing 13.

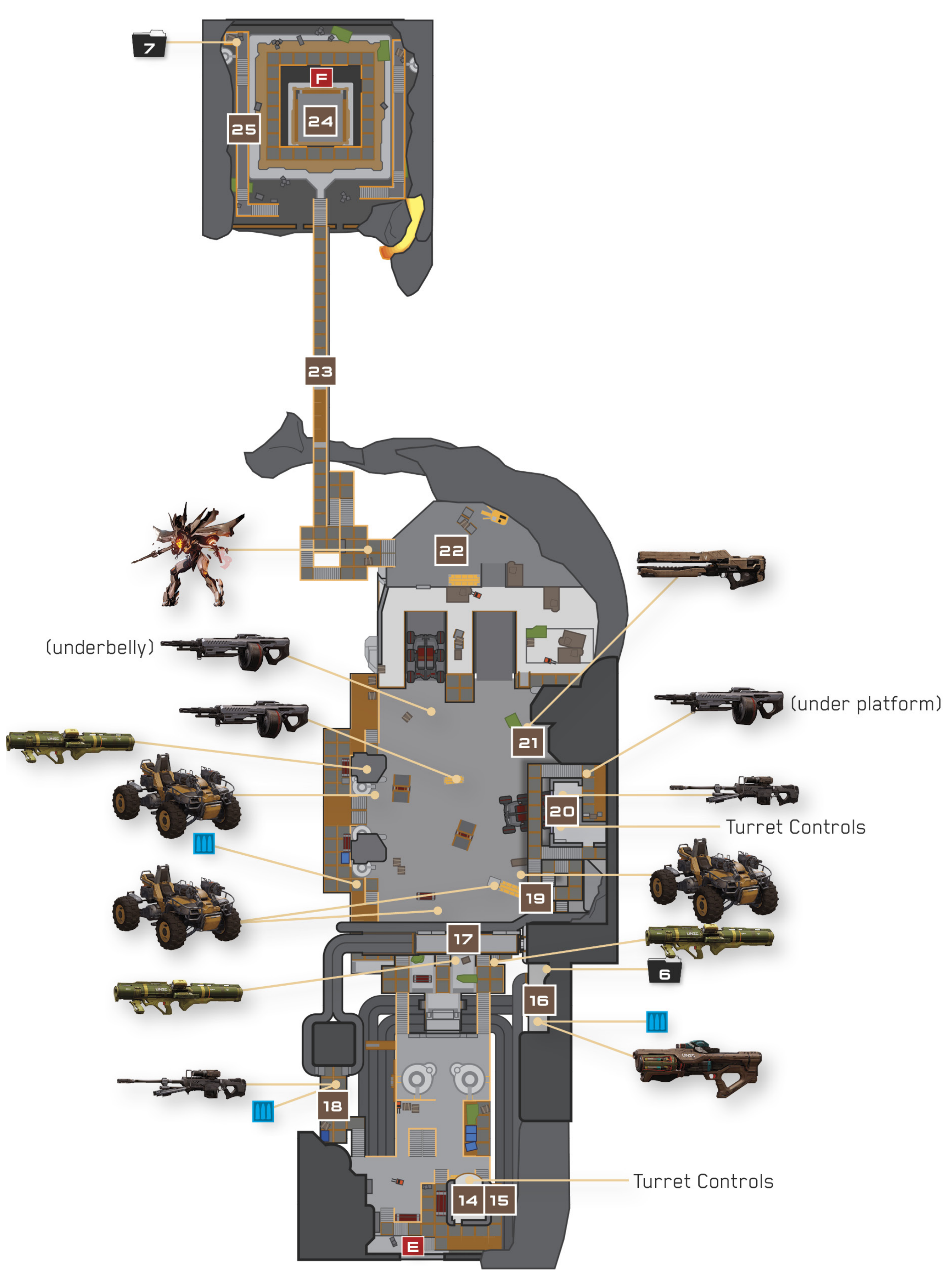


Hop onto one of the landing's crates, then look up to spy some pipes and support beams up near the ceiling. Jump straight up, and you can see that there's a flat surface above the pipes. Jump and climb onto this surface.

Creep along the flat surface near the ceiling until you notice a small passage in the wall on your left. Inch into the passage to discover a Skull at its end. Grab it to add the Blind Skull to your growing collection.

Mission 5: Unconfirmed

Major Firefight: Apogee Mine

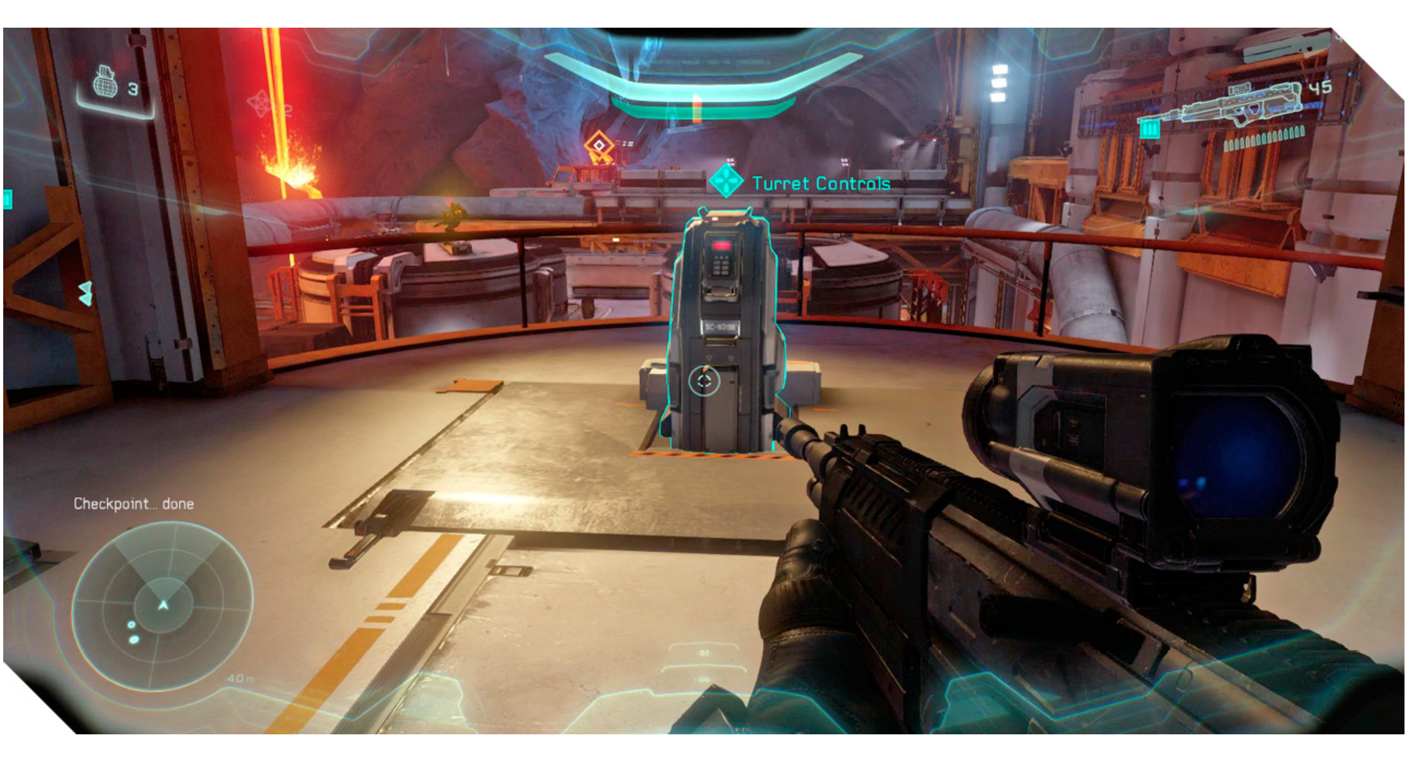


As you might expect, Apogee Station's spacious mine is packed with Prometheans, namely Soldiers and Crawlers. There are more Soldier Snipers down here, so keep near cover and look for their laser sights. Activating the auto-turrets in each half of the mine makes matters much easier.

RECOMMENDED LOADOUT

You can't go wrong with a DMR in this spacious area. You can find DMRs around the mine, but it's better if you're able to bring one with you into the fray. (There were DMRs in a case back at the entrance to Quarry 6C 8, but you can't go back there for them once you're inside the mine.) Also, bring the Railgun that's found in the quarry's exterior ventilation duct 12; it helps with defeating the Soldiers that wear heavy armor.

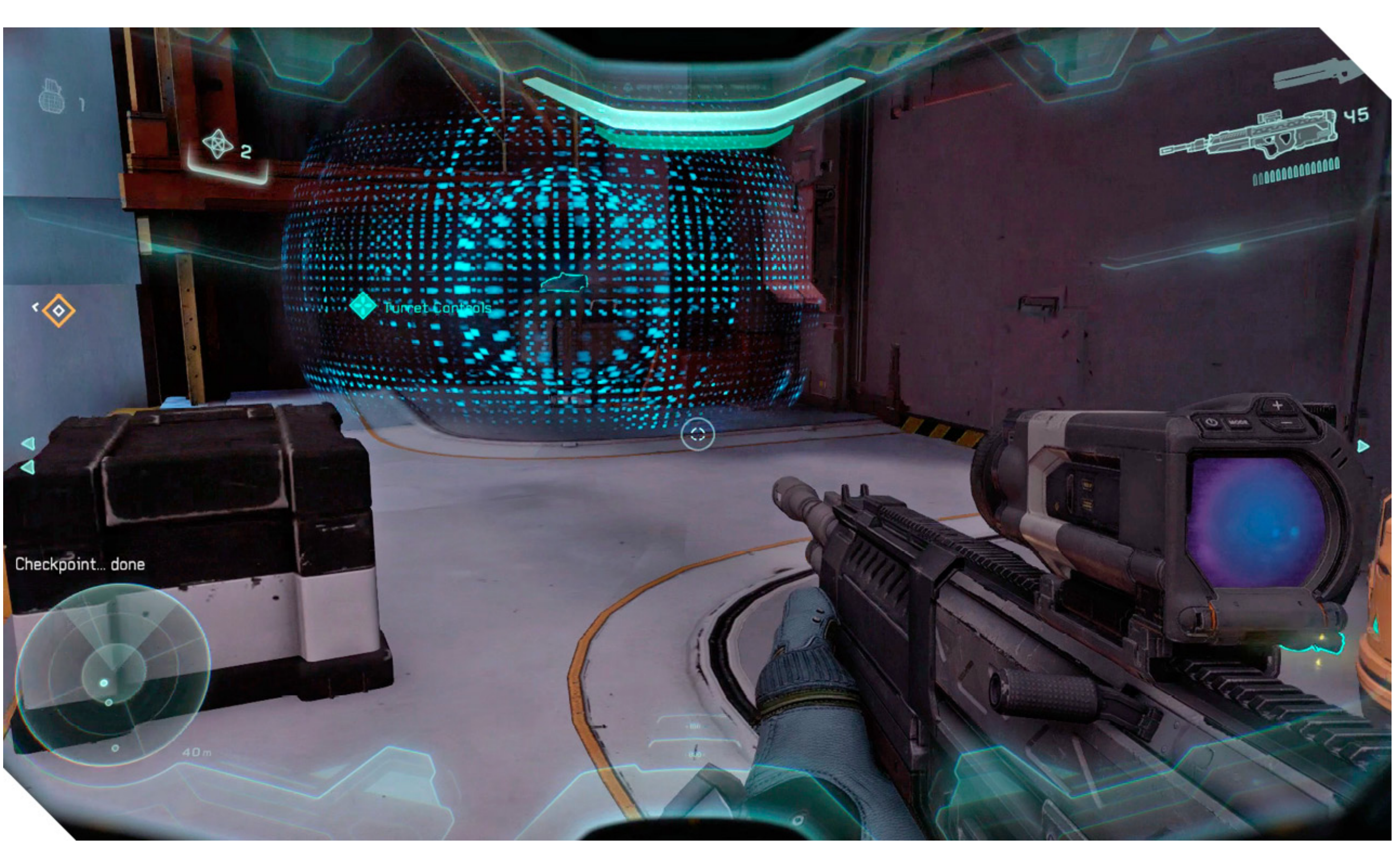
Pick off the first few Soldiers, including the one that's grabbing a SAW from a nearby UNSC weapon rack, and the two Snipers that sight you from afar. Engage Artemis afterward to detect a turret control mechanism in the control room on the right 14. Head upstairs and enter the control room, then activate the controls to unleash the mine's auto-turret on the Prometheans. With the auto-turret activated, circle around to the walkway on the right 15 and open fire on the Soldier and Crawlers with your DMR.



LEGENDARY STRATEGY

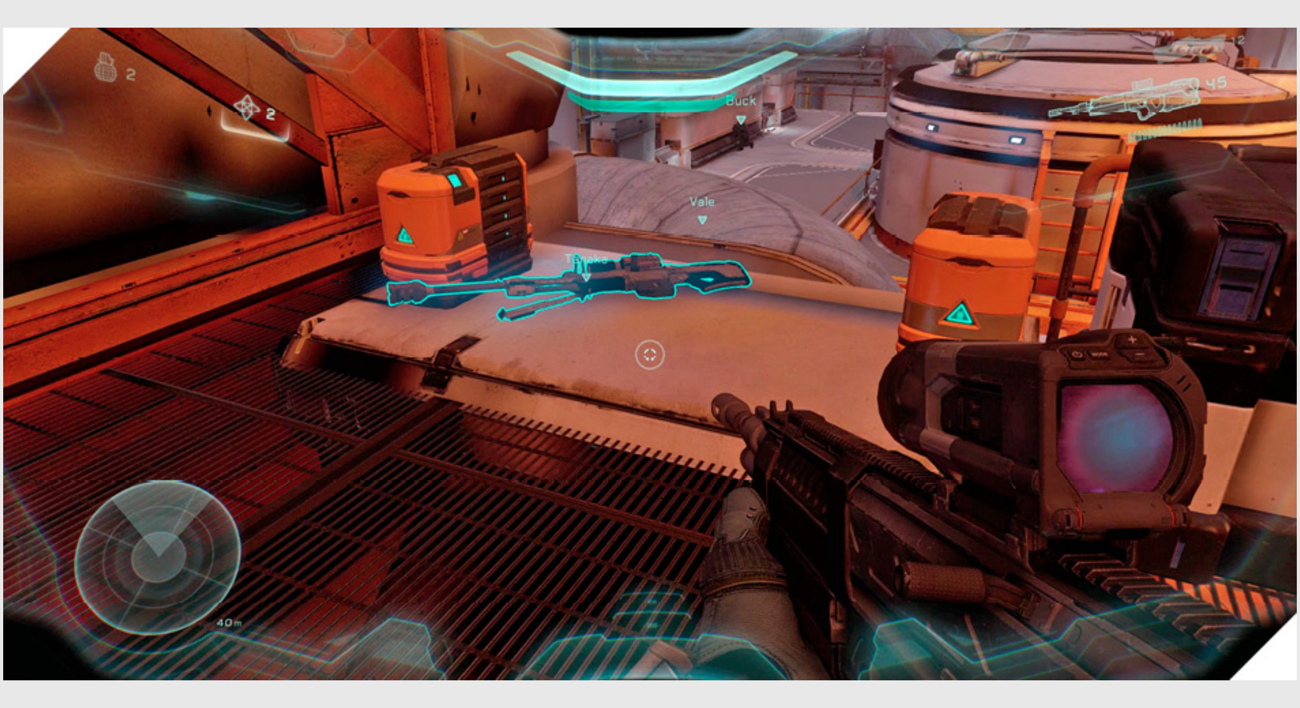
The auto-turret won't last long on Legendary. Take full advantage of the distraction it creates by firing your Railgun at the Soldiers and lobbing grenades at groups of foes.

It shouldn't take long for the constructs to fall back. When they do, hop the walkway's railing and land on the thick pipes below. Run along the outside pipe to reach a high ledge that features a Hydra Launcher, some ammo kits, and a radio encased in glass 16. Restock your DMR's ammo and consider grabbing the Hydra before scanning the radio for intel. After that, leap to the top of the mine's central wall 17, which is just ahead.

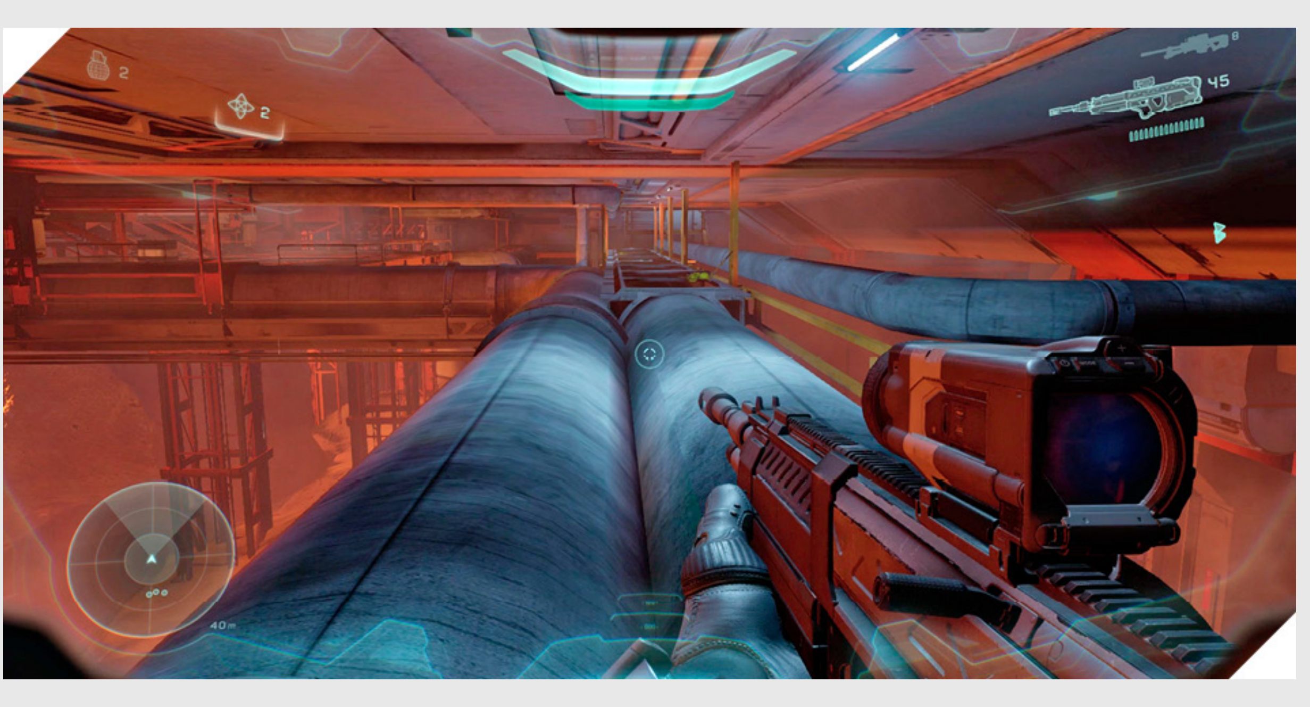


MISSION 5 INTEL ACQUIRED (6/7)

ALTERNATE APPROACH

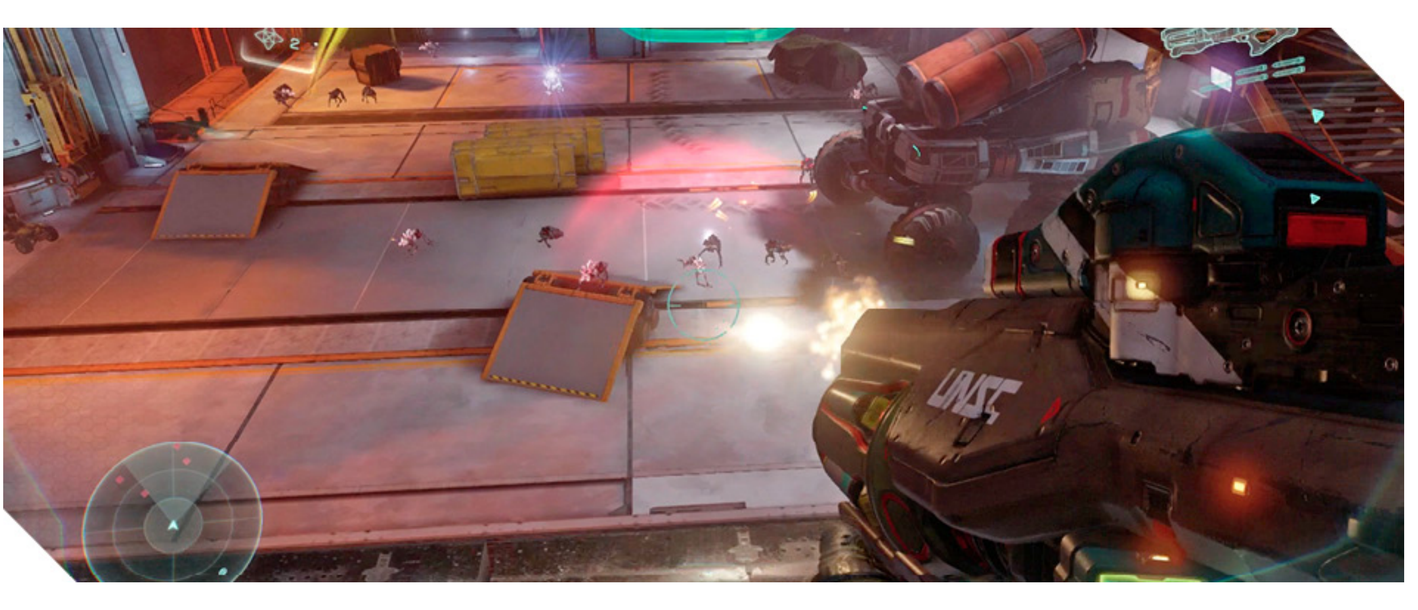


Rather than advancing along the thick pipes on the right, you can cut over to the elevated walkway on the left 18. This walkway features a Sniper Rifle and two ammo kits, making it a good spot to defend. When the Prometheans fall back, advance along the thick pipe near the ammo kits to reach the top of the mine's central wall 17.



You could also take the central trench down to the mine's underbelly. This sets you up to slip past the horde of Prometheans guarding the mine's second half. It's a risky approach that shouldn't be attempted on higher difficulties.

More Prometheans await in the mine's second half, and many more spawn in to overwhelm you. There are no Snipers to worry about here—just a vast army of Soldiers and Crawlers. Unload on the enemy horde from the top of the mine's central wall 17, ducking behind its barricades whenever you need to reload or recover your shields. If you need more ammo but don't want to give up this excellent position, backtrack along the pipes to return to the previous perches (16, 18), where ammo kits can be found.



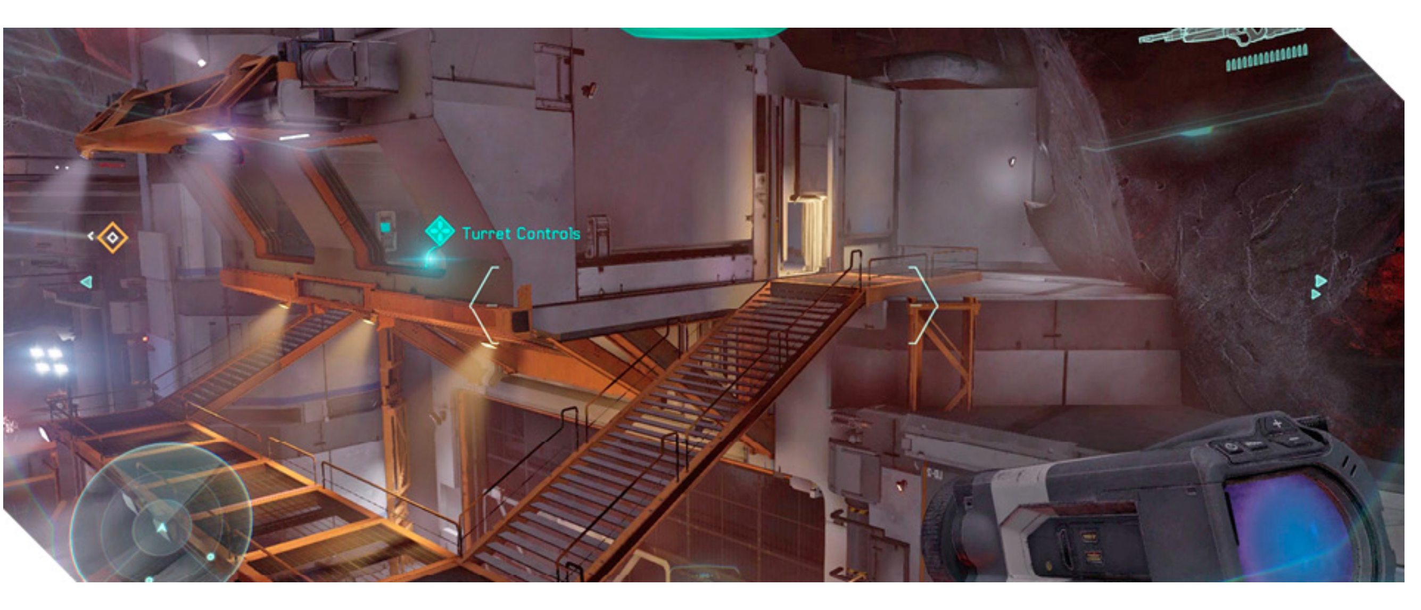
HAVING A BLAST

Teammates on the low ground should make full use of the Rocket Launcher that's leaning against the central wall. Try firing rockets at Prometheans the moment that they spawn to wipe out whole groups in one shot!

ACHIEVEMENT: MAVERICK

This Achievement asks you and a Co-op buddy to hop in a vehicle and kill 30 or more enemies during this mission. This battle is your only chance to do so, for this is the only place where you'll find vehicles (namely Gungooses). However, with so much enemy fire and so little vehicular cover, this approach is dangerous in the extreme. You may want to try this Achievement on easier difficulty levels—there's no shame in it!

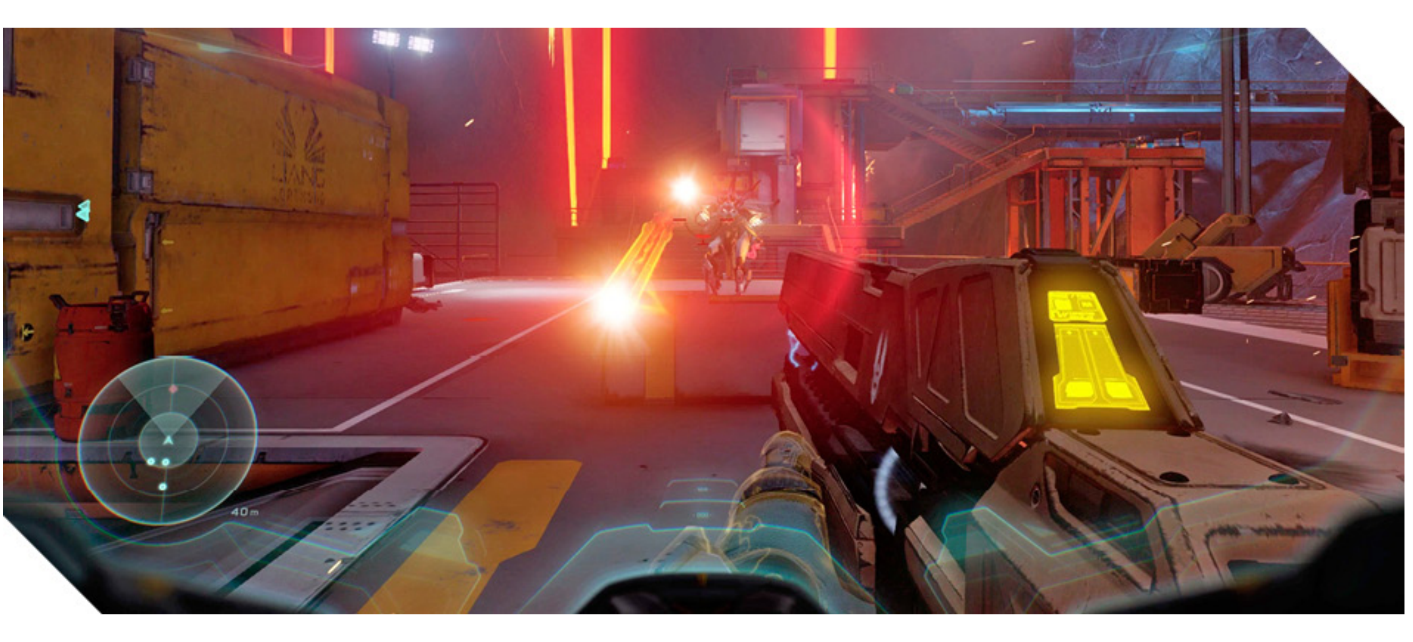
When you're ready to advance, make a sprinting leap from the top of the central wall, aiming to land on the stairs ahead and to the right 19 (you may need to thrust in midair to reach the stairs). Hurry upstairs to reach a control room 20, then activate the control panel you discover there to turn on auto-defense turrets around the mine. Put the nearby Sniper Rifle to use as well—you can inflict great damage from this excellent vantage. Alternatively, leap across the towers on the left to reach another great vantage with a Rocket Launcher.



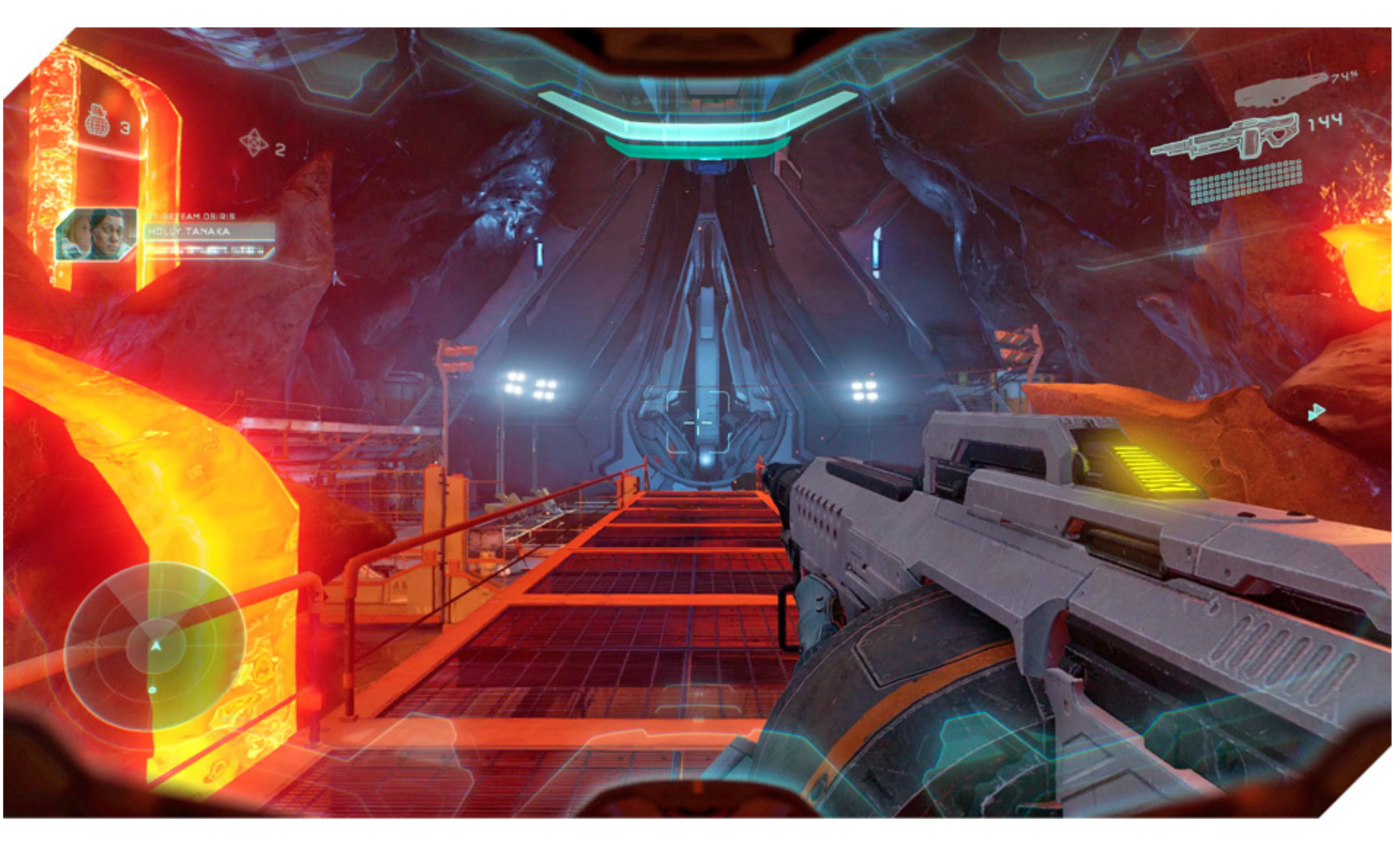
LEGENDARY STRATEGY

Don't risk activating the auto-turrets too early when playing on Legendary. You could end up getting caught in the control room or simply running out of ammo while you're there. Remain on the central wall instead, where you can easily fall back to the ammo kits at 16 or 18 for more DMR ammo. Don't leave the safety of the wall until you've nothing left to kill.

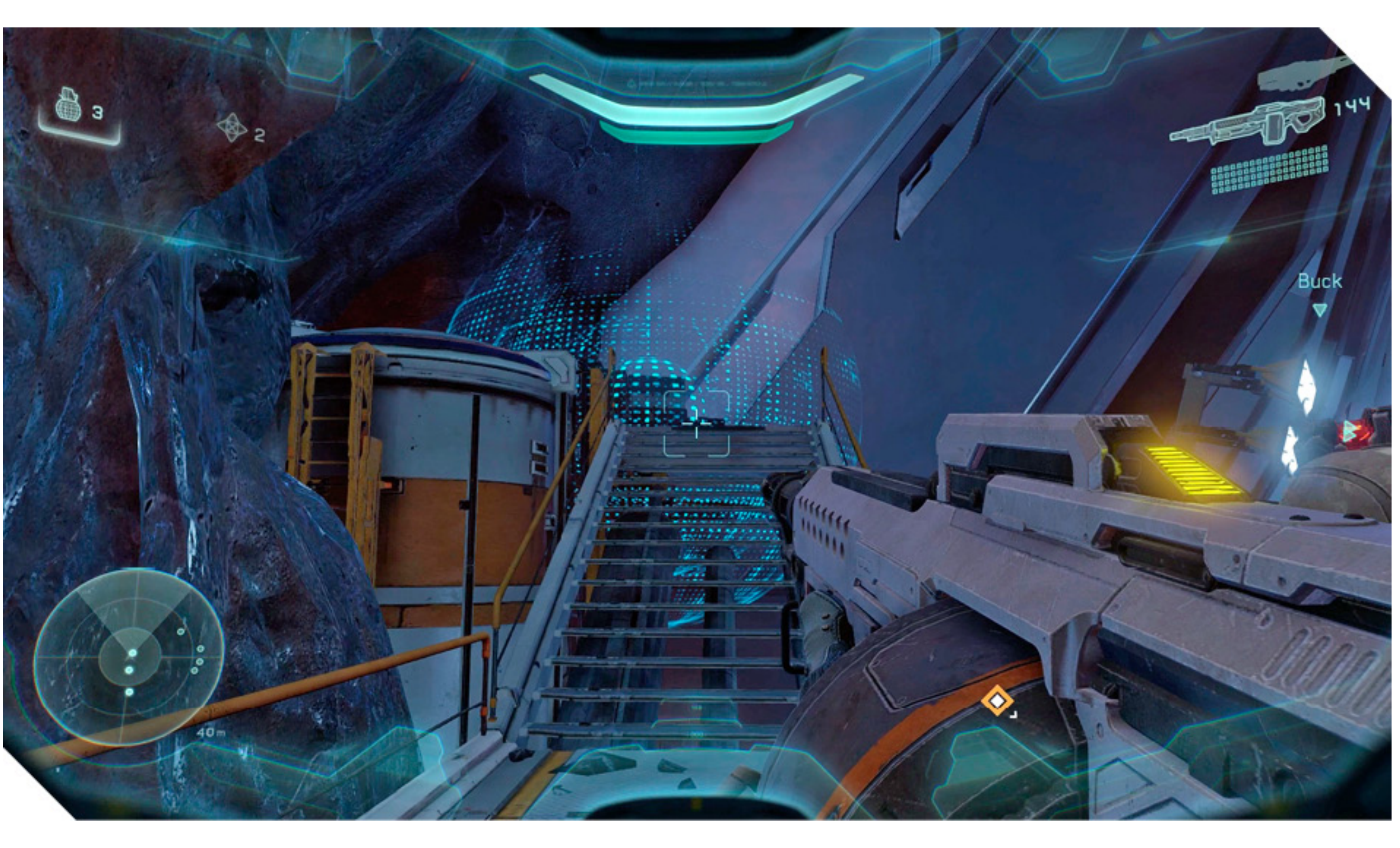
When the constructs finally stop spawning, descend to the ground floor and grab the Railgun leaning against some nearby crates 21. Scale the ramps at the mine's far end to entice more Prometheans to spawn 22, including a Soldier Captain armed with a Splinter Turret and a monstrous Knight. Use the Railgun to bring down the Soldier Captain and Knight from a safe range, finishing things off with smaller arms if need be.



With the mine finally secured, head upstairs to discover a long bridge that leads to a Forerunner structure 23. This must be what drew Blue Team to Apogee! The Chief can't be far; hurry across the bridge to discover a deep pit leading down toward the facility's entrance 24—but don't drop into the pit just yet.

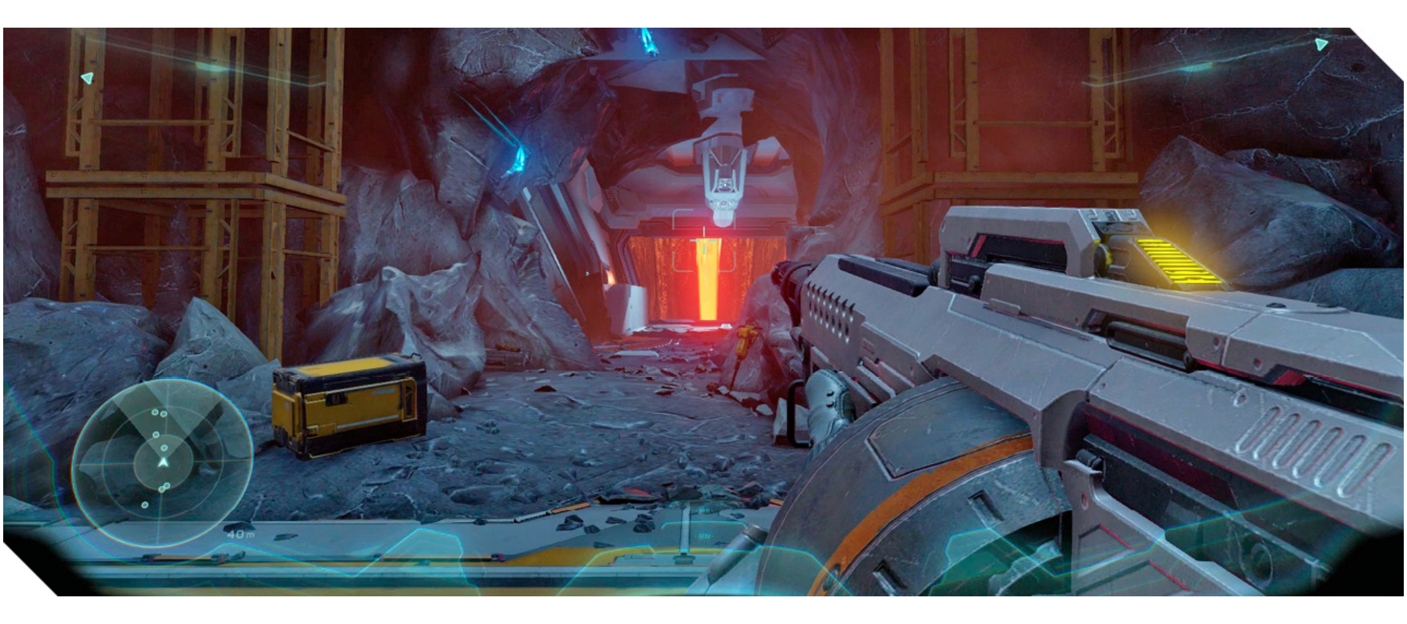


Instead, turn left and scale some stairs to reach a long walkway 25. Run to the walkway's end and use Artemis to detect a UNSC data pad. Scan it for your final piece of intel, then drop into the pit 24 and advance toward the Forerunner facility.



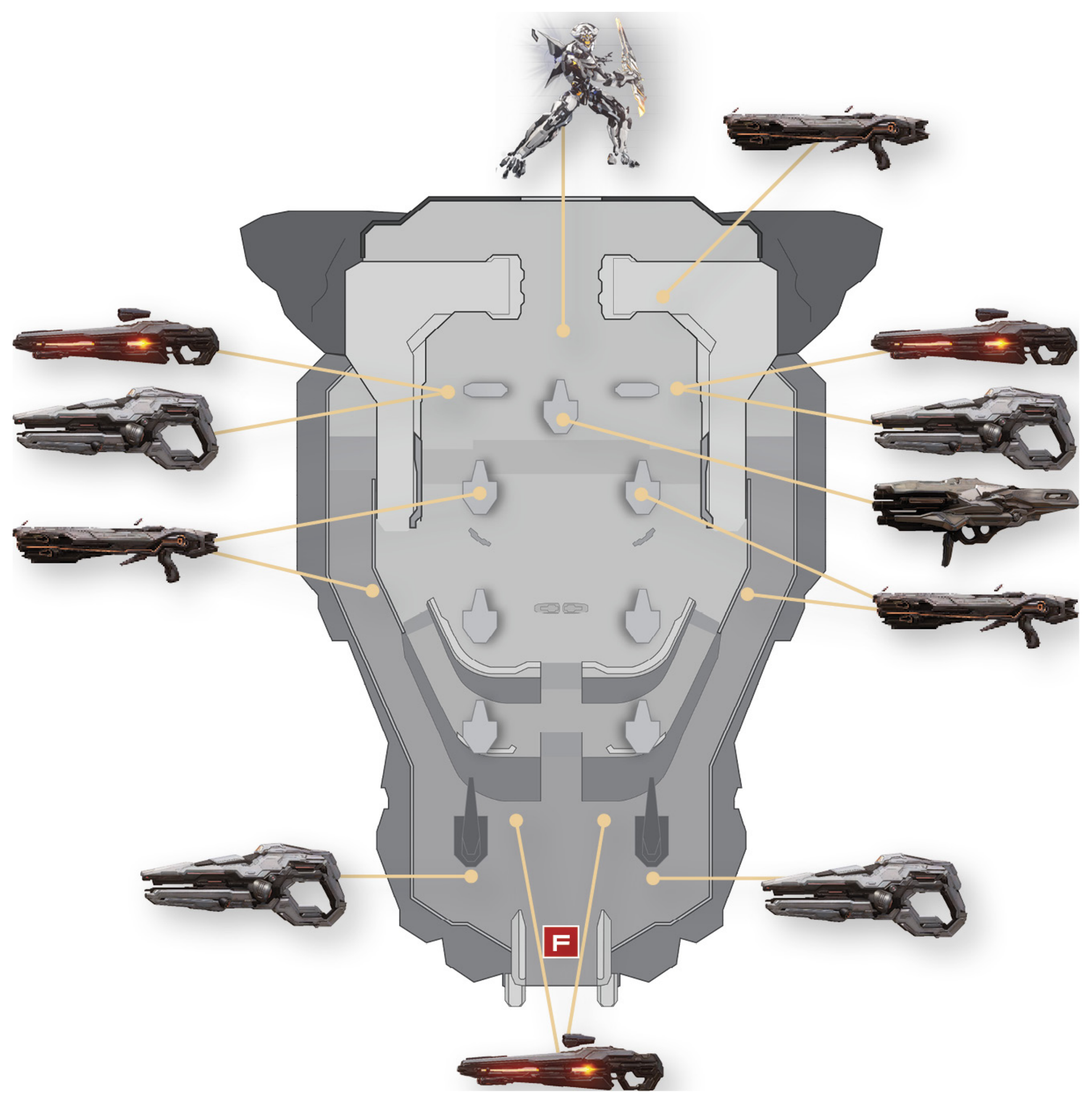
MISSION 5 INTEL ACQUIRED (7/7)

Curious devices similar to Forerunner maintenance drones hover about the pit. They zip off as you approach, flying into a nearby volcanic cavern. Follow the devices into the sweltering cave.



Mission 5: Unconfirmed

Salvation Lies Within



OBJECTIVE: ELIMINATE WARDEN ETERNAL

A massive elevator lowers you down into the belly of a sweltering volcano, causing you to lose contact with Governor Sloan. There's no turning back now; advance into the Forerunner structure ahead.

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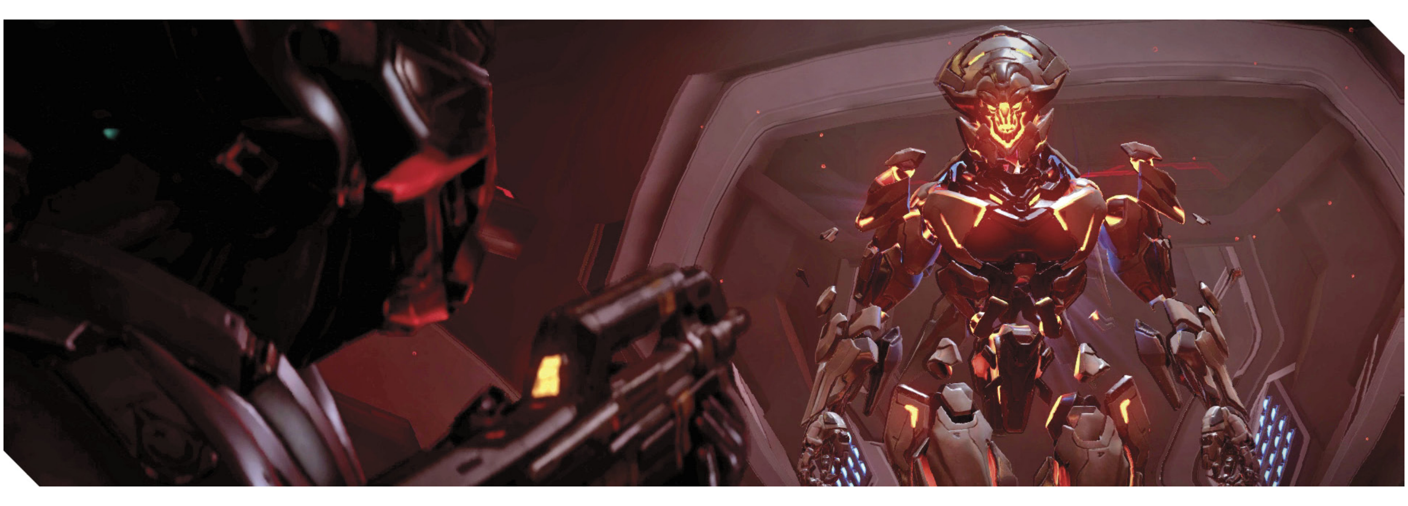
144
Vale
Buck
Tanaka
40m

The facility is filled with unusual pods. One of them suddenly opens, releasing a towering construct that introduces itself as the Warden Eternal. The Warden states that it stands in service to Cortana, and that while the "other humans" were "approved for passage," Fireteam Osiris is not. With a terrible blow, the Warden sends Osiris flying backward, insisting that they vacate the premises immediately.



WARDEN ETERNAL

A towering Forerunner warrior, the Warden Eternal is an extremely dangerous adversary. It is heavily armored but features a glowing weak spot on its back. When battled at range, the Warden casts out large, slow-moving orbs that home in on their target. Should an orb find its mark, the target is quickly obliterated; the blast is so severe that it can even penetrate thin forms of cover. Battling the Warden up close is equally risky, for the construct wields a massive blade to great effect. Either keep distance from the Warden and remain near thick, effective cover as you pick shots at it from afar, or thrust to avoid its melee attacks as you look to counter with close-range blasts to the Warden's vulnerable back.

The Warden summons several Crawlers at the battle's onset. Pick off the Crawlers as you move around the outside edge of the area, flanking the Warden. Collect a Scattershot from one of the Forerunner weapon racks on either side of the area—you'll find it very useful for battling the Warden up close.

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Vale
Tanaka
Buck
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After thinning out the Crawlers, mark the Warden as a priority target for Osiris. Aim to blast its vulnerable back with your newfound Scattershot at every opportunity. The Warden is briefly exposed after missing an attack or during moments when it's charging up its energy orb projectile. Thrust to one side to make the Warden miss, then counter with a blast from your Scattershot.

3
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18
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19.2m
Vale
Tanaka

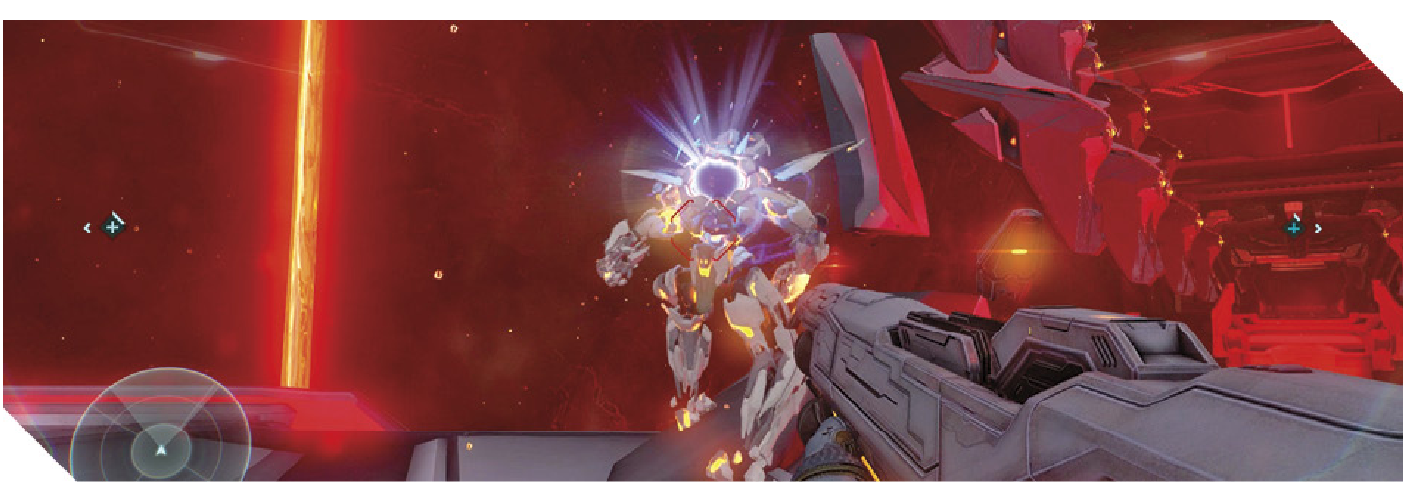
ALTERNATE APPROACH

Don't like fighting the Warden up close? Rather than grabbing a Scattershot, snatch a LightRifle from one of the Forerunner weapon racks near the entry point and then sprint up the outside ramps to reach an elevated position behind the Warden. Mark the Warden as a priority target and then blast its back each time your teammates manage to distract the monster. Beware of energy orbs that the Warden sends your way; the thin barricades up here won't shield you from their full brunt, so fall back from the barricades to reduce the splash damage you suffer. If you're feeling daring, leap out to the floating platforms to find valuable Scattershots and an Incineration Cannon.

INCINERATION CANNON

An advanced Forerunner weapon, the Incineration Cannon is one of the most powerful portable weapon systems available. Although slow and somewhat easy to dodge, the Incineration Cannon's explosive bombardments will decimate anything they strike. Tap the Fire button to unleash double shots that can be lobbed over cover, or hold the button to charge up a devastating volley that's guaranteed to cripple or destroy anything struck. Very little can survive a direct hit from this weapon.

The Warden certainly is powerful, but several blasts to its back will eventually bring it down. Headshots are also effective, but the Warden's back is by far its greatest weak point. Advance into the facility that the Warden had been guarding after it finally falls. Something vitally important must be behind those doors; could it be Cortana and Blue Team?



LEGENDARY STRATEGY

The Warden spawns Soldiers in addition to Crawlers on Legendary, adding to the battle's insanity. The Warden itself is far more powerful on Legendary, annihilating you with practically any attack. It's best to keep distance from all enemies on Legendary, so fall back from the start and make use of the LightRifles behind you. Try to avoid the Warden and pick off the Soldiers first, so that you may focus solely on the Warden afterward. If you're playing with friends, spread out and flank the Warden from all sides for the best odds of striking its vulnerable back.

HALO 5 GUARDIANS

CAMPAIGN WALKTHROUGH

Mission 6: Evacuation

Mission Briefing

"A change is gonna come for all of us."

Fireteam Osiris's investigations of Apogee Station turned up far more than they'd bargained for. Not only did they find Blue Team there, but Osiris also discovered a massive Forerunner installation buried deep underground. This facility was the lure that brought Blue Team to Meridian, and it turned out to be the resting place of a gigantic Forerunner Guardian.

After surviving a harrowing encounter with a Promethean warrior known as the Warden Eternal, Osiris nearly succeeded in capturing Blue Team, but the Spartan II group managed to elude arrest by hopping into a slipspace portal spawned by the Guardian. The destruction caused by the titan's awakening prompted Fireteam Osiris to flee back to Meridian Station, where a full-scale evacuation is already underway.

The Guardian's awakening is wreaking havoc across Meridian; earthquakes generated by the titan threaten to rip the planet apart. Although Blue Team managed to elude capture, you can't afford to worry about them now. Your mission is one of survival: Flee Meridian Station, return to the Space Elevator, and make your way to the top, where Fireteam Osiris's Pelican is docked.

Enemies Encountered

CRAWLER

KNIGHT

SOLDIER

WATCHER

Vehicles Encountered

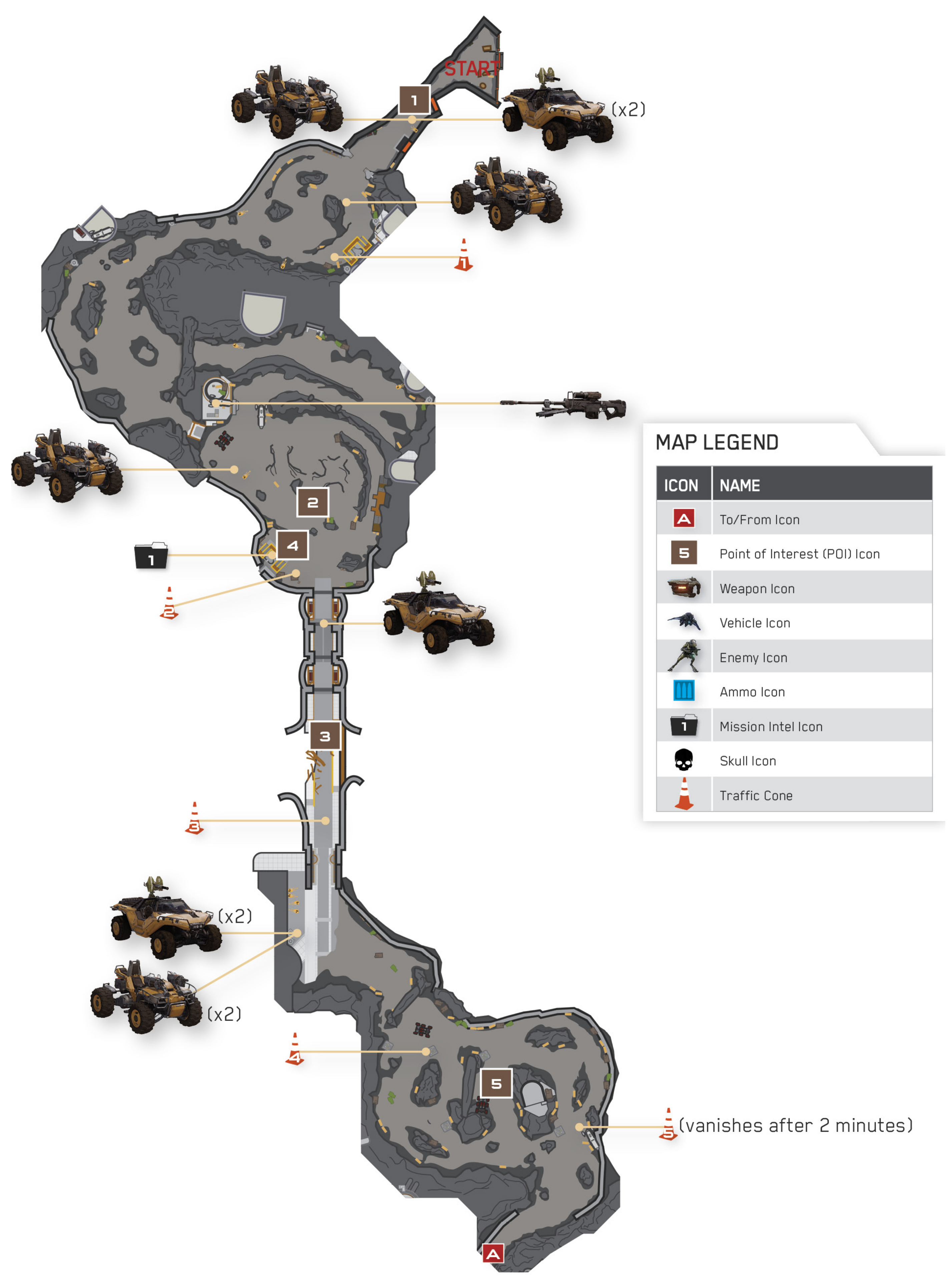
MONGOOSE

PHAETON

WARTHOG

Mission 6: Evacuation

Evacuation Plan



MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
	Skull Icon
	Traffic Cone

OBJECTIVE: REACH THE SPACE ELEVATOR

Everyone's fleeing from Meridian Station, and Fireteam Osiris must do the same, for the Guardian is awakening. Sprint downhill to find a couple of Warthogs and a Gungoose 1, and watch in awe as the massive Guardian begins to rise in the distance. There's no way you're fighting that thing! Hop into a Warthog and motor downhill.

ACHIEVEMENT: FIRE DRILL

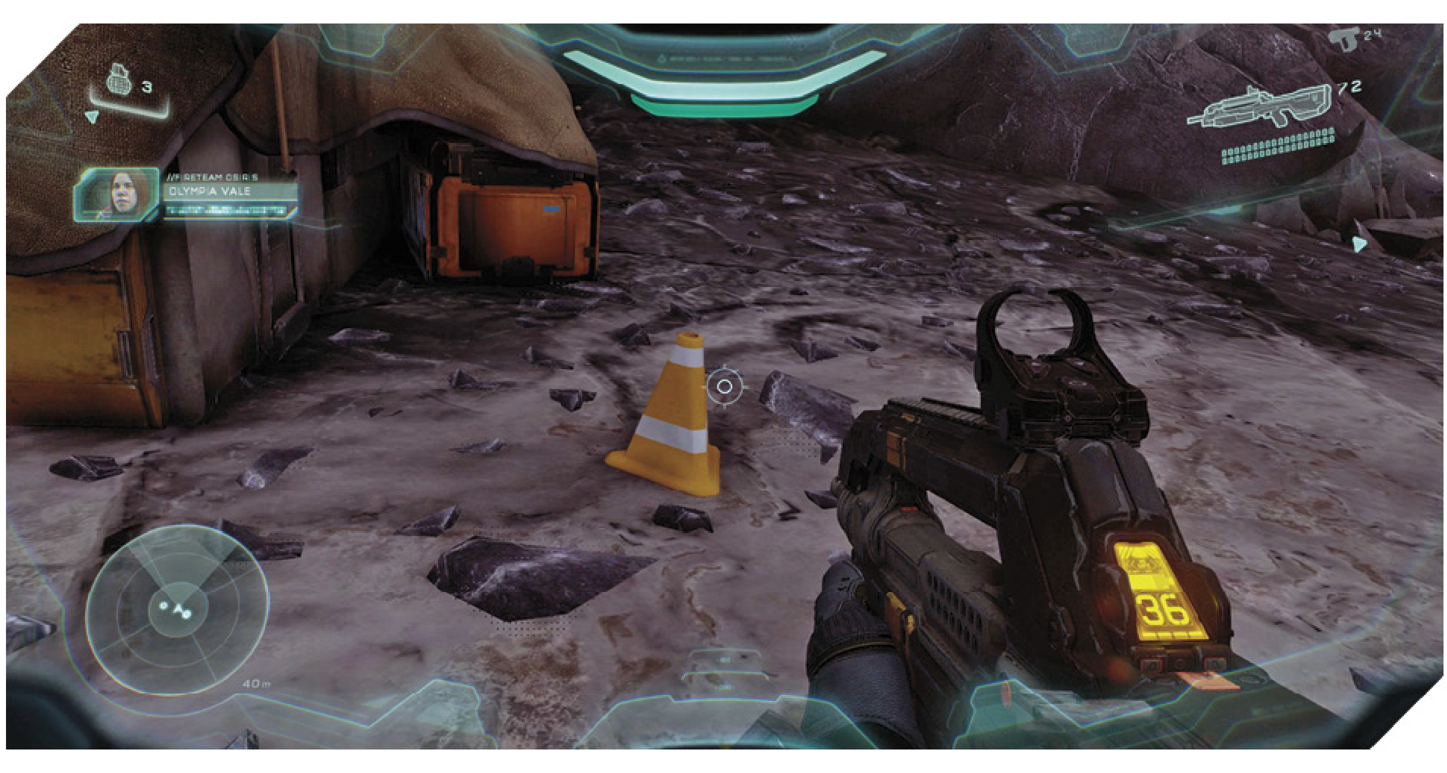
As if you needed more motivation to hastily vacate Meridian, you can earn an Achievement if you manage to complete the mission in 18 minutes or less on Heroic or Legendary difficulty. This means you need to really motor to the Space Elevator, and you can't get caught up in lengthy battles once you get there. It's tough to earn this Achievement while playing solo; team up with some friends and work together to end battles faster. Consider setting a timer to keep track of your progress.

The Pelican that Osiris used to reach Meridian is still parked atop the Space Elevator, and it's your ticket home. Don't bother fighting the Prometheans that spawn as you race back to the Space Elevator; just avoid them or run right through them.

LEGENDARY STRATEGY

Rolling your vehicle is tantamount to death during a Legendary escape run. Keep your ride upright as you speed toward the Space Elevator.

SKULL 5 OF 13: THUNDERSTORM



Earning this Skull takes some effort. During the mission's opening segment, in which you're fleeing Meridian Station on vehicles, you have approximately two minutes to destroy five special traffic cones on your way to the Space Elevator outpost. The last cone vanishes if you run out of time, so you've got to be quick! Check the maps for their locations.

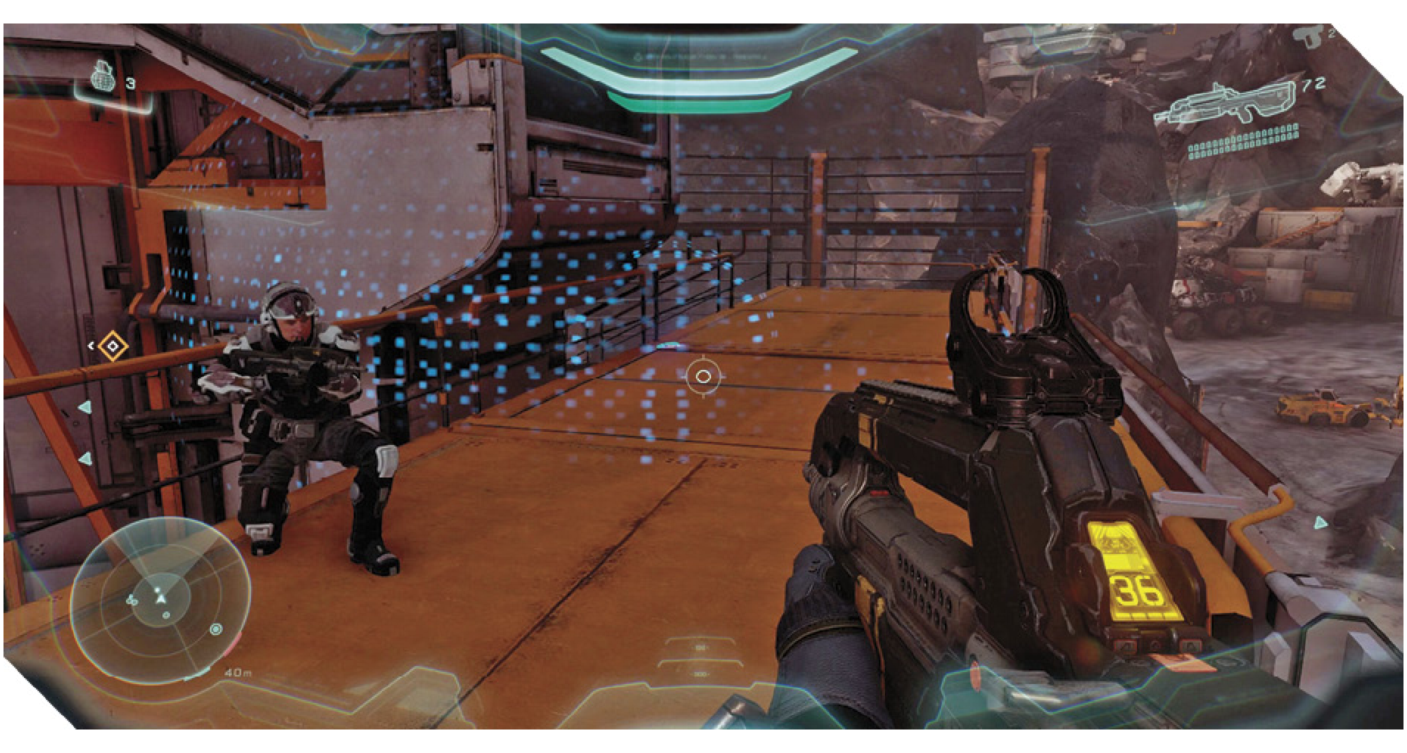
To destroy cones quickly, either use a Gungoose's front-mounted grenade launchers or hold the Jump button to switch from a Warthog's driver seat to its mounted turret, and then fire away.

Destroy all five cones within the allotted time, and the Skull will be waiting for you at the mission's end. You'll see it in plain view, resting on the edge of the Space Elevator's dock. Grab it just before you make your escape.

* * *

The spacious service garage yard 2 is a hot spot full of Prometheans, and a couple of formidable Phaetons rain death from the sky here. Race through the yard without delay, heading for the bridge 3—but don't cross the bridge just yet.

Instead, before you reach the bridge, park near the platform on the right 4 and sprint upstairs to find a UNSC data pad on the walkway. Use Artemis to pinpoint the data pad and then quickly scan it for intel before hurrying back to your vehicle and motoring onto the bridge 3.



MISSION 6 INTEL ACQUIRED (1/6)

PHAETON CANNON

Phaetons are fast Forerunner fliers designed to dominate the skies. Like the Covenant's Banshee, a Phaeton has two weapon systems: its primary guns, which can shred lighter targets, and its secondary missiles, which are quite powerful and will track elusive prey. Also, like Banshees, Phaetons are capable of midair maneuvers that help them evade inbound fire. And while Phaetons feature thicker armor than Banshees, they don't have the advantage of the Banshees' regenerative shields.

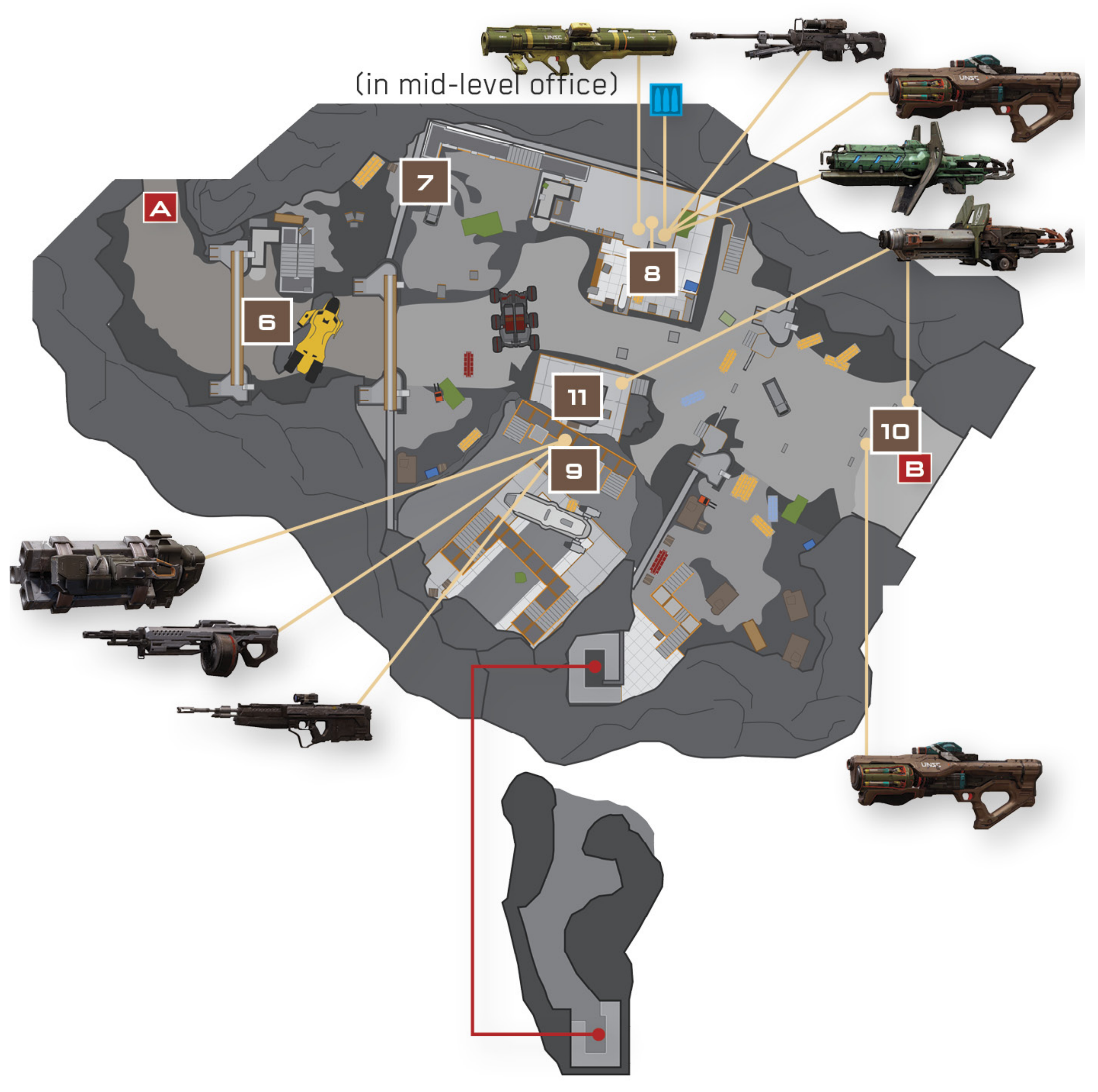
The bridge is a mess of twisted metal and burning debris. Race through, keeping to the left to avoid tumbling into the worst of the damage. Soldiers on Warthogs will take shots at you, but don't slow down, even for them. Hurry across the bridge and navigate the looping road that follows 5 on your way back to the Space Elevator outpost.

HALO 5 GUARDIANS

CAMPAIGN WALKTHROUGH

Mission 6: Evacuation

Major Firefight: Space Elevator Outpost



The Space Elevator outpost hasn't escaped the erupting chaos. The place is a fiery ruin, and many Promethean Soldiers and Crawlers must be defeated before you can safely access the Space Elevator itself. The Soldier Snipers perched on the right platform and stationed near the Space Elevator's door are most troublesome—eliminate them first when advancing on these locations.

RECOMMENDED LOADOUT

You didn't have much chance to stop for weapons along the way to this clash, so your Battle Rifle and Magnum will have to do at first. Use the Battle Rifle primarily until you find better arms; there are plenty of useful munitions around the outpost.

OBJECTIVE: SECURE THE OUTPOST

Debris blocks your vehicular advance **6**, so abandon your Warthog or Mongoose and eliminate the first few Crawlers and Soldiers that engage you. Swap your Magnum for their Suppressors afterward, then advance past the debris and into the yard. (The nearby watchtower that previously held a Spartan Laser now holds nothing of interest.)

SECURE THE OUTPOST

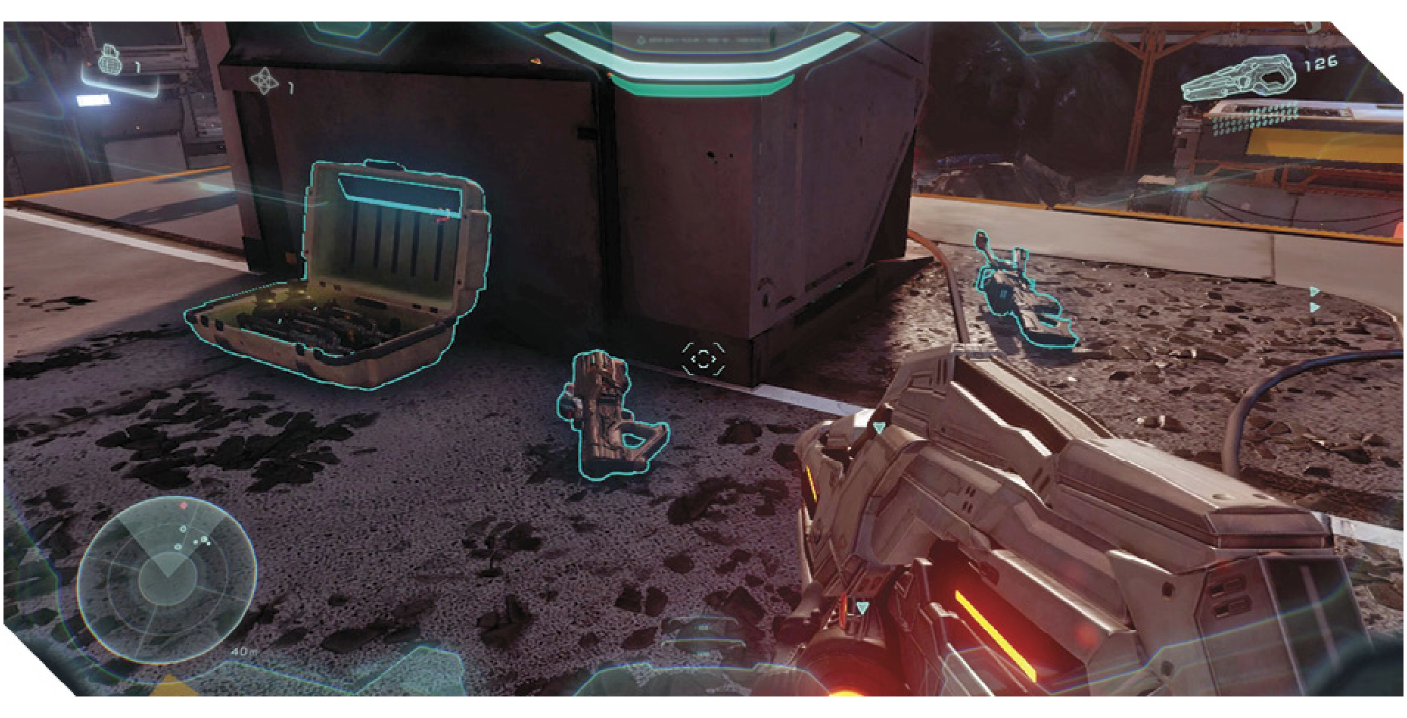
ACHIEVEMENT: SAVIOR

You're not alone in your fight to secure the outpost; several of Meridian's militia miners are also fighting to reach the Space Elevator. You'll earn an Achievement if you can keep at least six of these miners alive throughout this ordeal, but this is no easy feat, for it must be accomplished on Heroic or Legendary difficulty. Stick close to the miners and don't let them draw too much fire. Strive to defeat enemies swiftly, and mark any foes that are firing on miners as priority targets for Osiris. If too many miners meet their demise, restart from the previous checkpoint and try again. You'll earn the Achievement once you've shepherded six or more miners onto the Space Elevator and secured the Space Elevator platform.

As during your first visit to this hot spot, the central low ground is extremely dangerous and should be avoided. We recommend clearing out the platform on the left first, for it features a variety of excellent heavy weapons. Cut down the Soldiers defending the stairs on your left **7**, grabbing more Suppressor ammo as you advance upstairs to secure the platform.

Loading... done

The left platform features a large crate **8** that makes for excellent cover. Valuable weapons near this crate include a Battle Rifle, a Sniper Rifle, a Hydra Launcher, and a Gauss Turret. First, use the Sniper Rifle or Battle Rifle to pick off the Soldier Snipers on the opposite platform **9**, then target any other remote Soldiers.



LEGENDARY STRATEGY

The Space Elevator outpost features more Promethean defenders on Legendary difficulty, and the Soldier Snipers on the right **9** are deadly. Secure the left platform first, then use the Hydra to annihilate the Snipers and Soldier Captain over on the right. Grab the Gauss Turret afterward and unload on other nearby Soldiers. You'll need all available weaponry when storming the Space Elevator's door—check the map for additional power weapon locations. Beware the Soldier near the Space Elevator door wielding a Hydra Launcher; a Sniper Rifle or other powerful ranged weaponry is ideal for the drop.

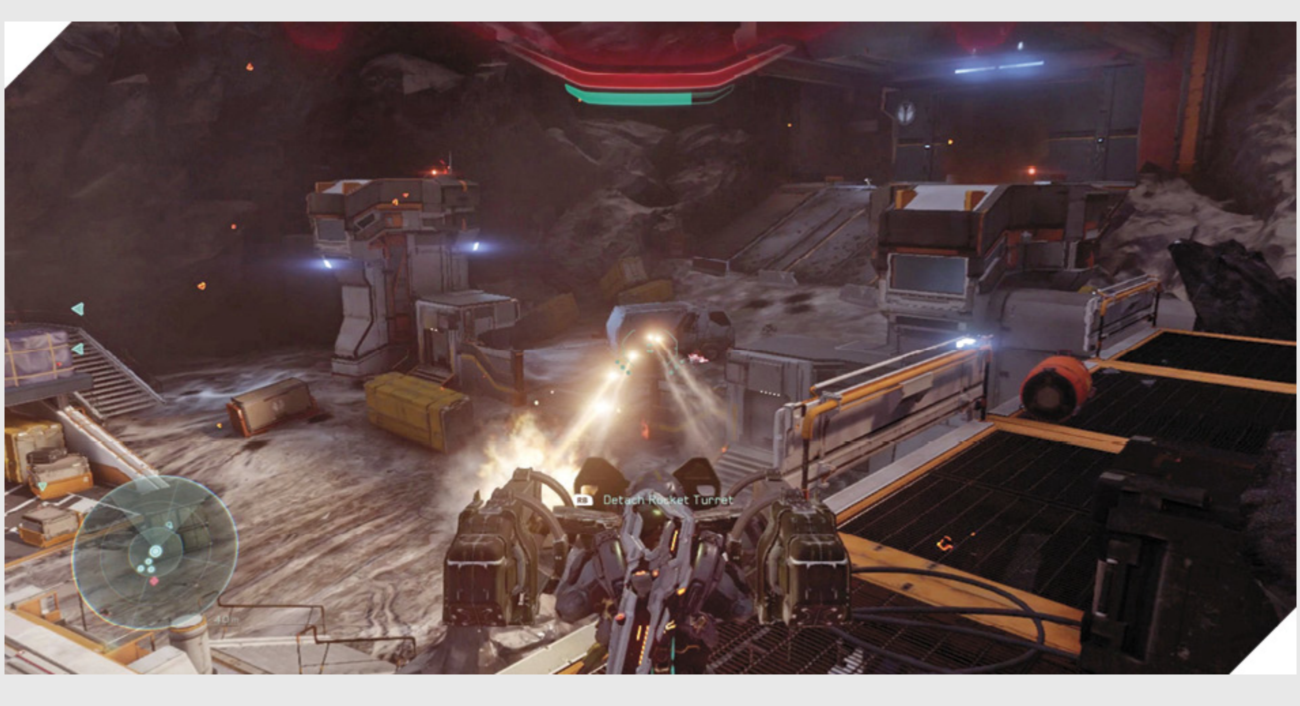
When you run out of Sniper Rifle ammo, take up the nearby Gauss Cannon (detach it from its turret mount) and lay waste to more Soldiers. Drop the Gauss Cannon when it runs dry and trade your empty Sniper Rifle for a Hydra Launcher. Advance on the Space Elevator's door with a Hydra and a fully loaded Suppressor or Battle Rifle. Use the latter weaponry to mow down Crawlers as you press forward.

Detach Gauss Turret

Additional Soldiers (including Snipers) spawn near the Space Elevator's door as you approach **10**. Fall back to cover and use the Hydra to wipe out the Soldiers from a safe range. (Try to establish target locks to ensure the Hydra's rockets find their mark.) If you need more firepower, check the office on the left platform's middle level to find a Rocket Launcher, or raid the right platform **9** for additional arms, including two DMRs, a SAW, and a Rocket Turret.

ALTERNATE APPROACH

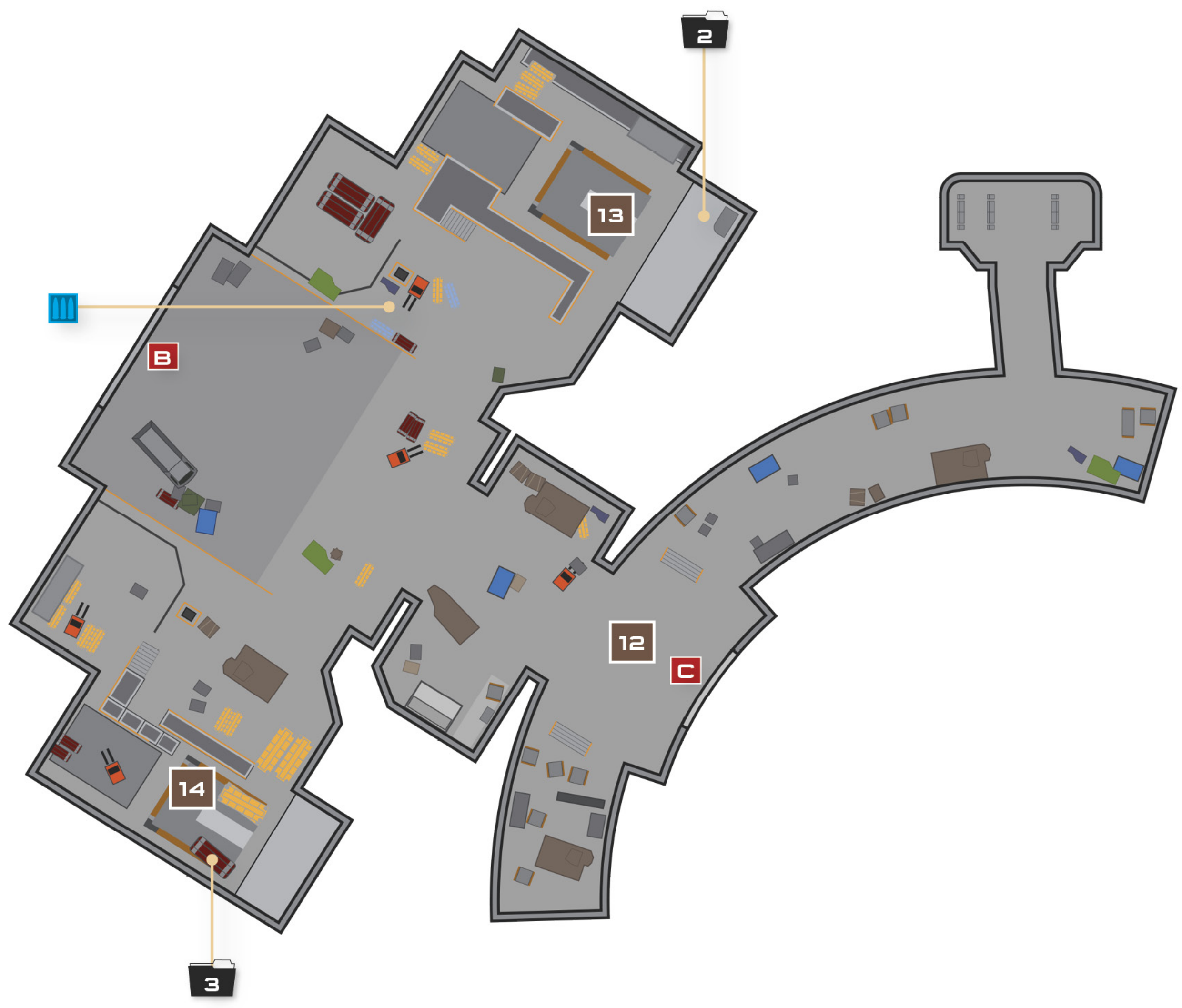
If you really dislike shootouts against Soldier Snipers, you can begin the battle by advancing on the right platform **9** instead of the left. Rush forward from the entry gate and climb onto the roof of the supply shed **11**, then turn right and climb onto the platform. You'll be right near a pair of DMRs, a SAW, and a Rocket Turret. Trade your weapons for a SAW and DMR, and use the SAW to cut down the nearby Soldier Snipers. After that, use their Binary Rifles in combination with the DMR and Rocket Turret to annihilate the Promethean forces below.



Batter the Soldiers to cripple them before advancing on the door with a Suppressor to mop up what's left. The Elevator Door opens once the yard is secure; make a quick sweep for weapons and ammo before heading inside to shelter.

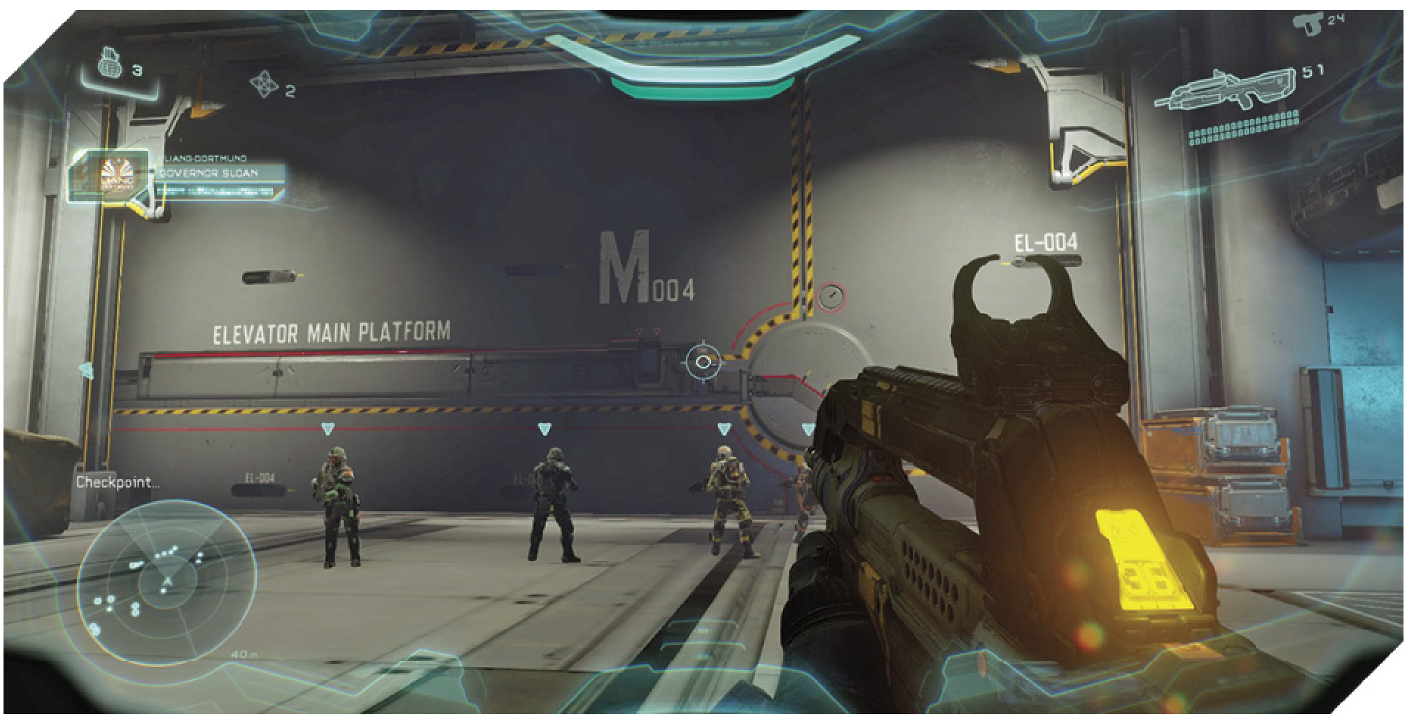
READY TO LAUNCH

Look for a Hydra Launcher dropped by one of the last few Soldiers guarding the Space Elevator door. Be sure to bring it with you if you find it; the extra firepower will come in handy.

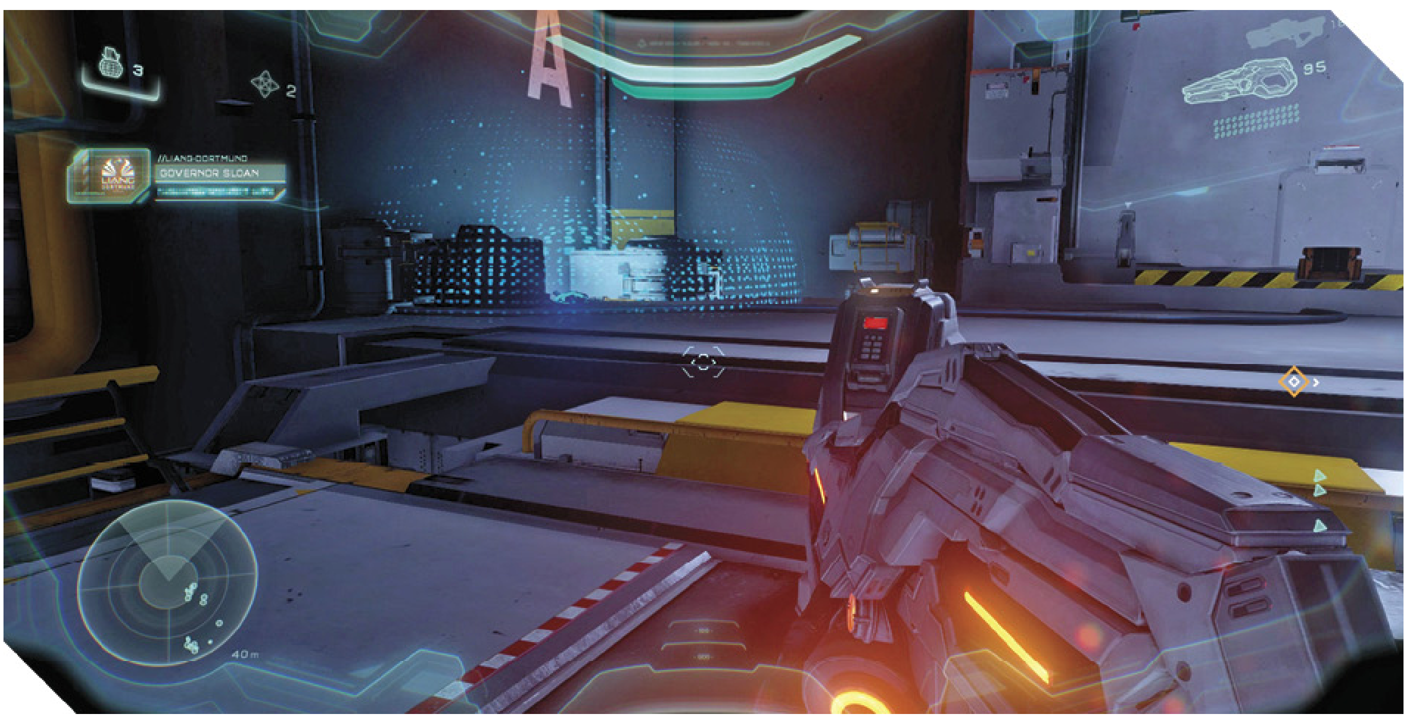


OBJECTIVE: REACH THE PELICAN

Inside the Space Elevator lobby, Fireteam Osiris is contacted by Governor Sloan. When probed, the governor admits that he knew about the Guardian—Cortana had warned him about it. Sloan hints that a new day is about to dawn, one for which he is very excited. The governor then signs off, wishing Osiris luck as the massive door leading to the Space Elevator platform opens **12**.

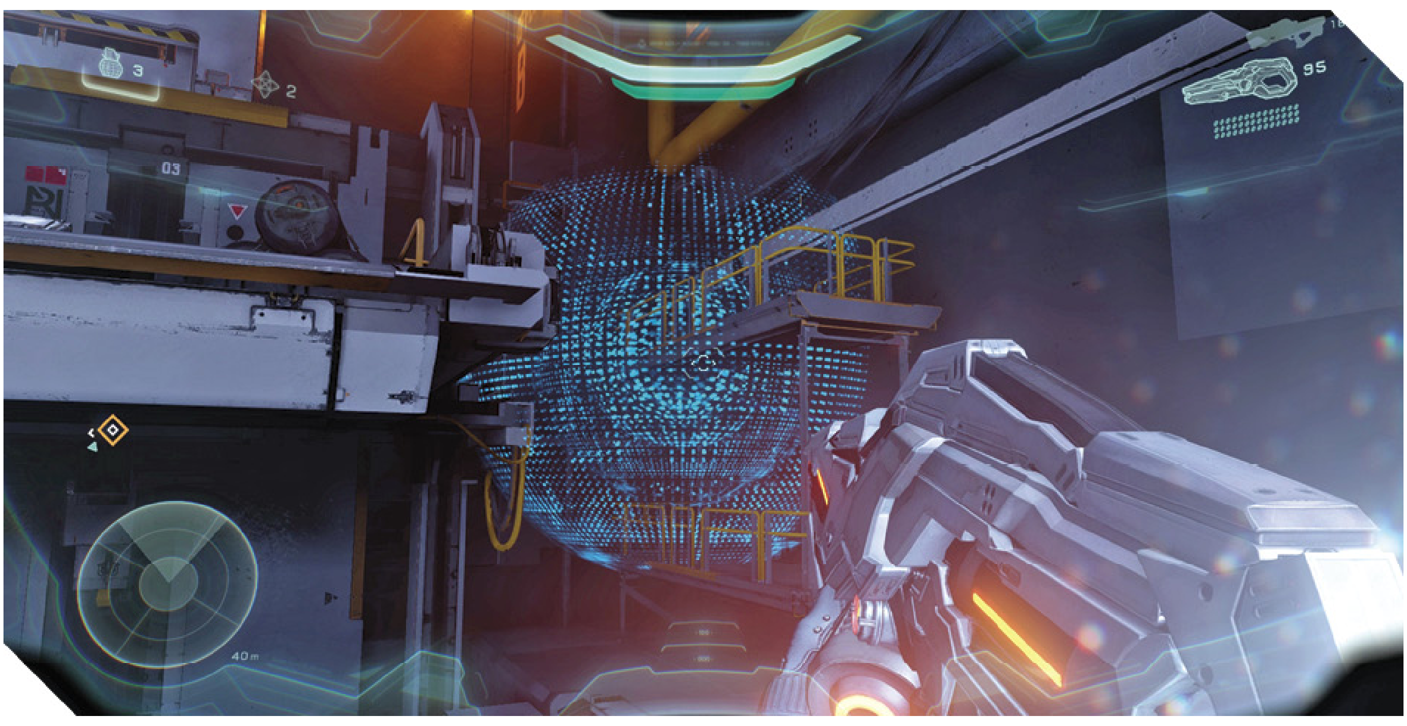


Prometheans are present beyond the door, but before engaging them, backtrack a bit and scan each side of the Space Elevator's lobby with Artemis to detect two items of interest. Activate the control panel on the cargo lift on one side of the lobby **13** to ride up to a high ledge, where you discover a radio encased in glass. Scan the radio for intel.



MISSION 6 INTEL ACQUIRED (2/6)

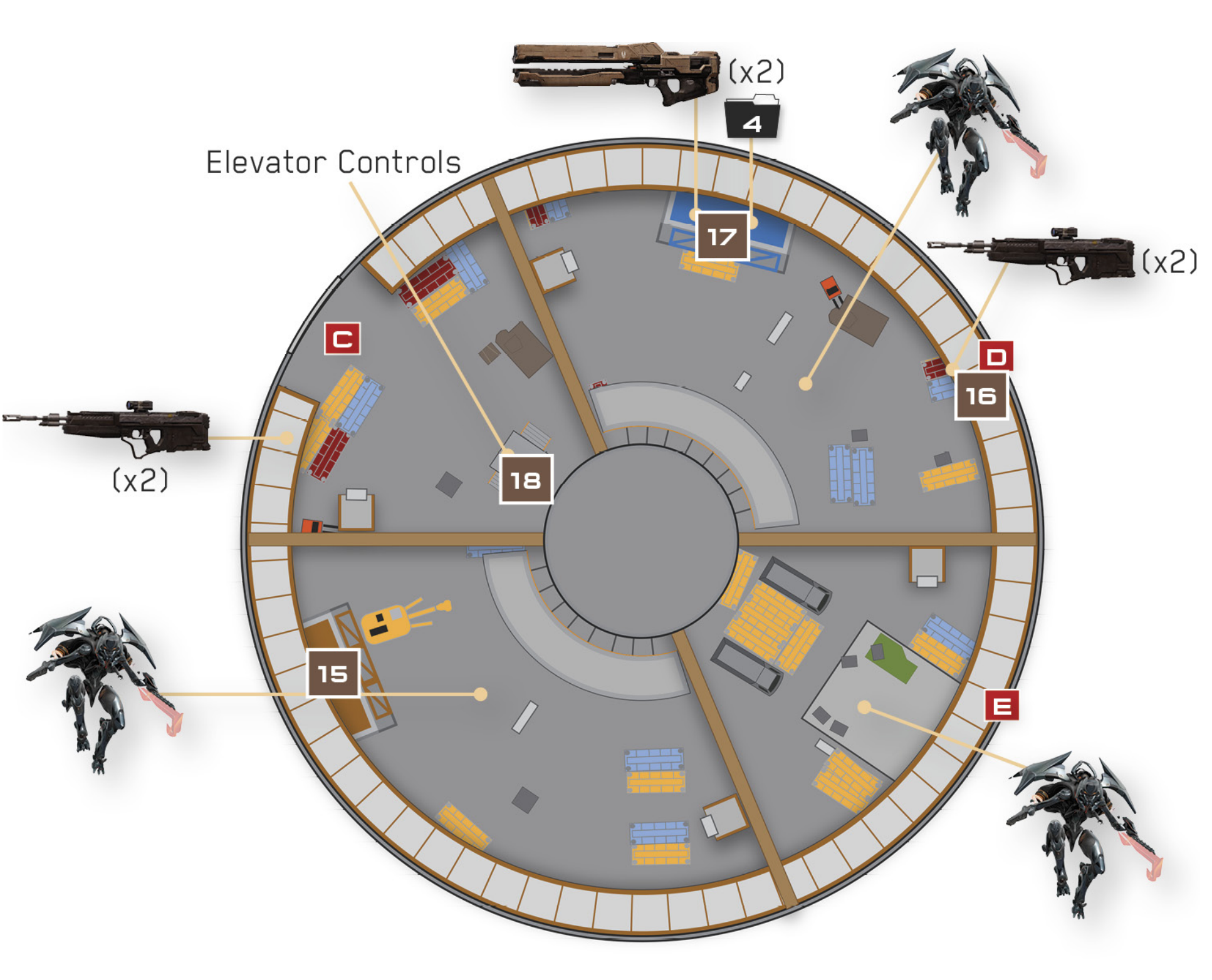
Drop from the ledge and head to the lobby's opposite side **14**. Make another scan with Artemis to detect another item of interest atop some scaffolding in the corner. Jump up the platforms to reach the scaffolding and scan another radio for more intel.



MISSION 6 INTEL ACQUIRED (3/6)

Mission 6: Evacuation

Major Firefight: Space Elevator Platform



Osiris's escape from Meridian is far from over, for the Space Elevator is packed with Prometheans. It's a long, violent ride to the top, with three mighty Knights to face at the end of the ride. Fortunately, the platform is quite spacious, and also filled with powerful weapons.

RECOMMENDED LOADOUT

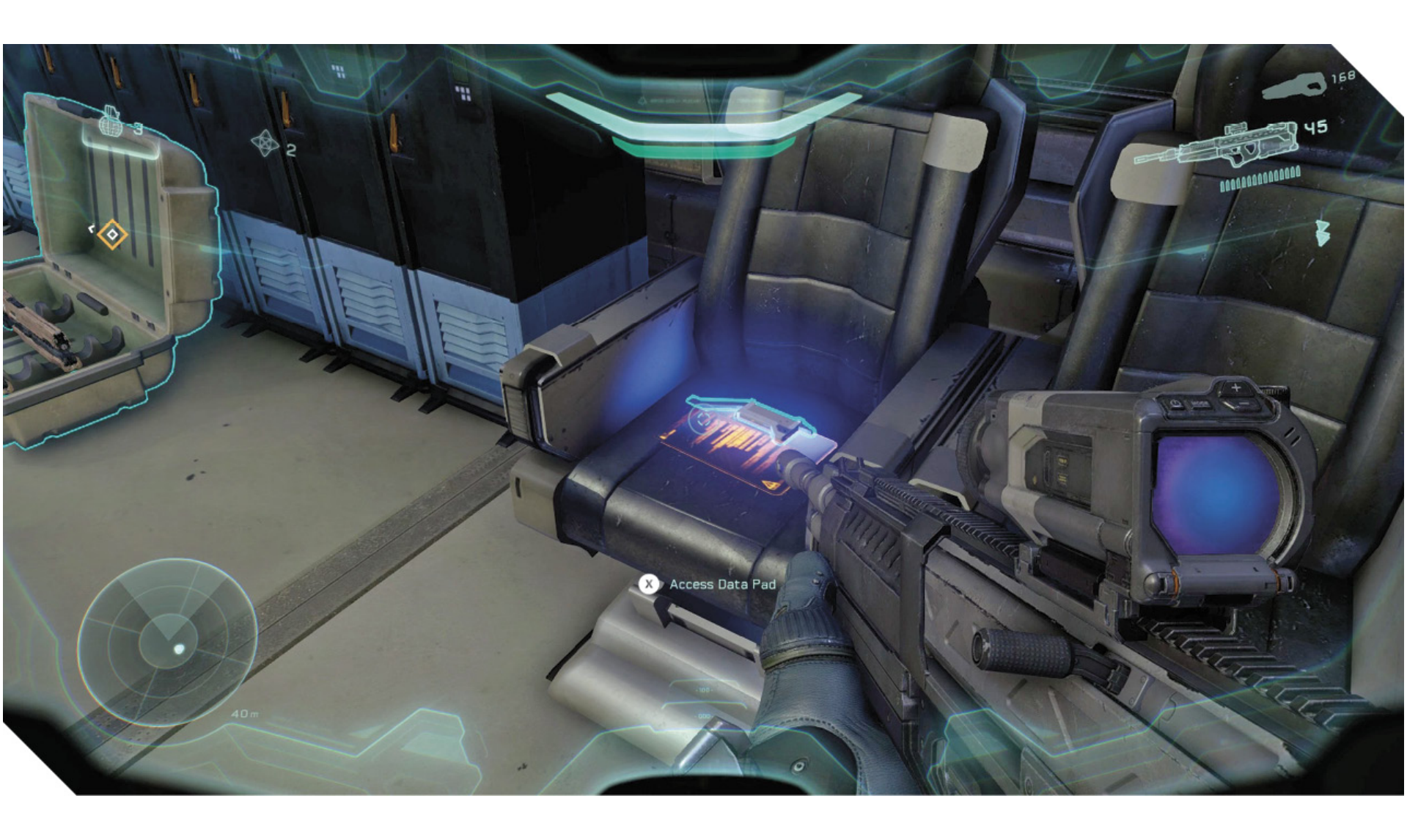
A Suppressor and practically any other weapon will suffice at first, but you'll want to pick up powerful, long-range weaponry before the Knights arrive. The Railguns in the shuttered passenger station 17 are fantastic options to use against the Knights, and there are several DMRs on the elevated walkway that encircles the Space Elevator.

You need to secure the Space Elevator before you begin your trip up to the stars. Unleash your Suppressor on the hovering Watchers first, then turn it loose on the Soldiers and Crawlers. Stay mobile and stick close to cover, popping out to unload on nearby threats. Try to collect more Suppressor ammo dropped by fallen foes, and if the weapon runs dry, check the nearby passenger car on the right 15 to find some Battle Rifles and an Assault Rifle.

SWATTING WATCHERS

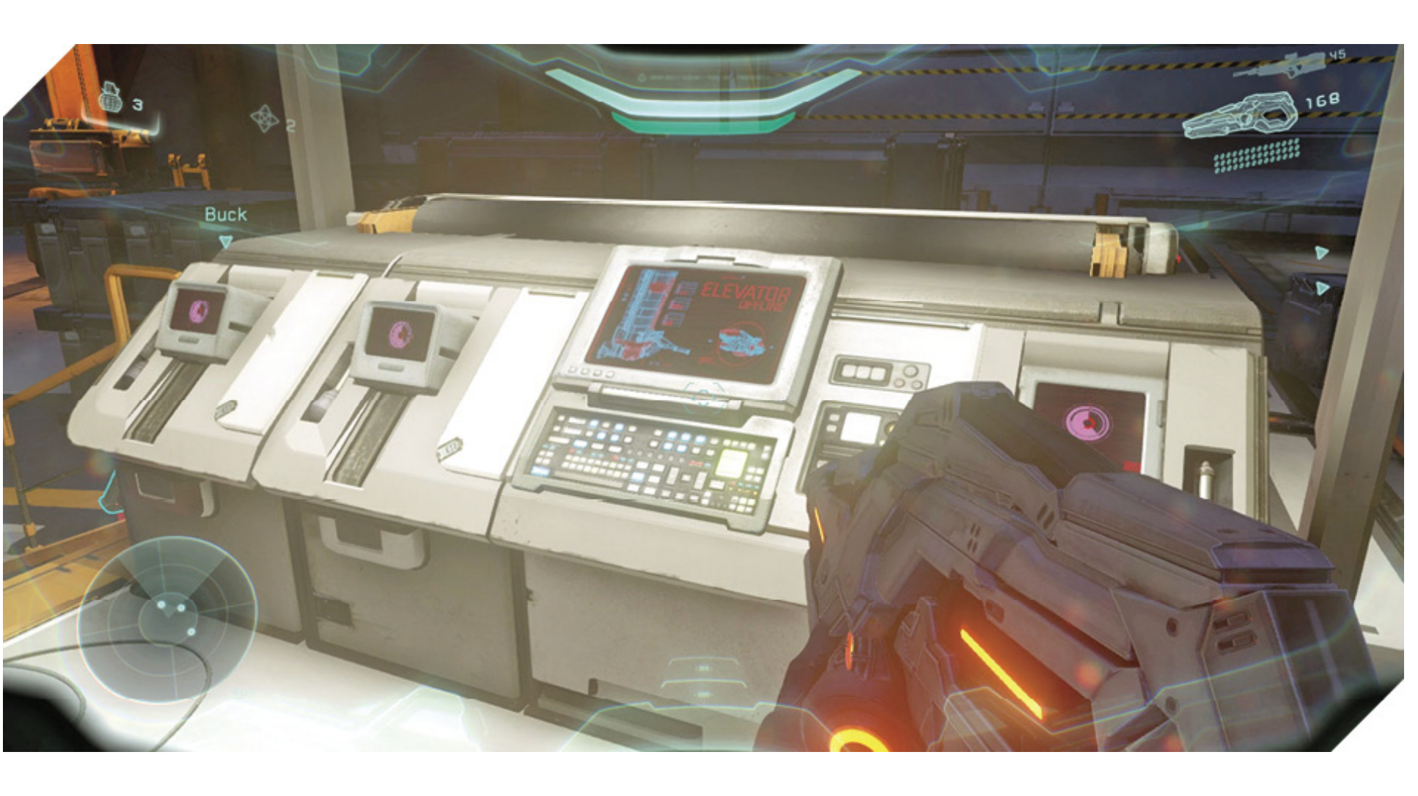
Mark Watchers as priority targets whenever you encounter them. They can't withstand much damage, and your team will quickly bring them down.

Take a moment to explore the platform after securing it. Climb onto the high outer walkway and run around to discover two cases of DMRs. Drop from the DMRs at 16, then go right to reach a shuttered passenger car 17. Perform a Spartan Charge to smash your way inside and discover a pair of Railguns. Leave these excellent weapons be for now but remember their location. Inspect the data pad on the chair for new intel before you leave.



MISSION 6 INTEL ACQUIRED (4/6)

Once you're armed to the teeth and ready to advance, use Artemis to locate a control station 18. Activate the controls to start the elevator in motion, then immediately move to the platform's outer edge. Promethean forces are inbound, so seek a defensible position while you ascend. The elevated outer walkway is a sound option, as are the sheltered passenger cars (particularly the one that features the Battle Rifles and Assault Rifle 15).

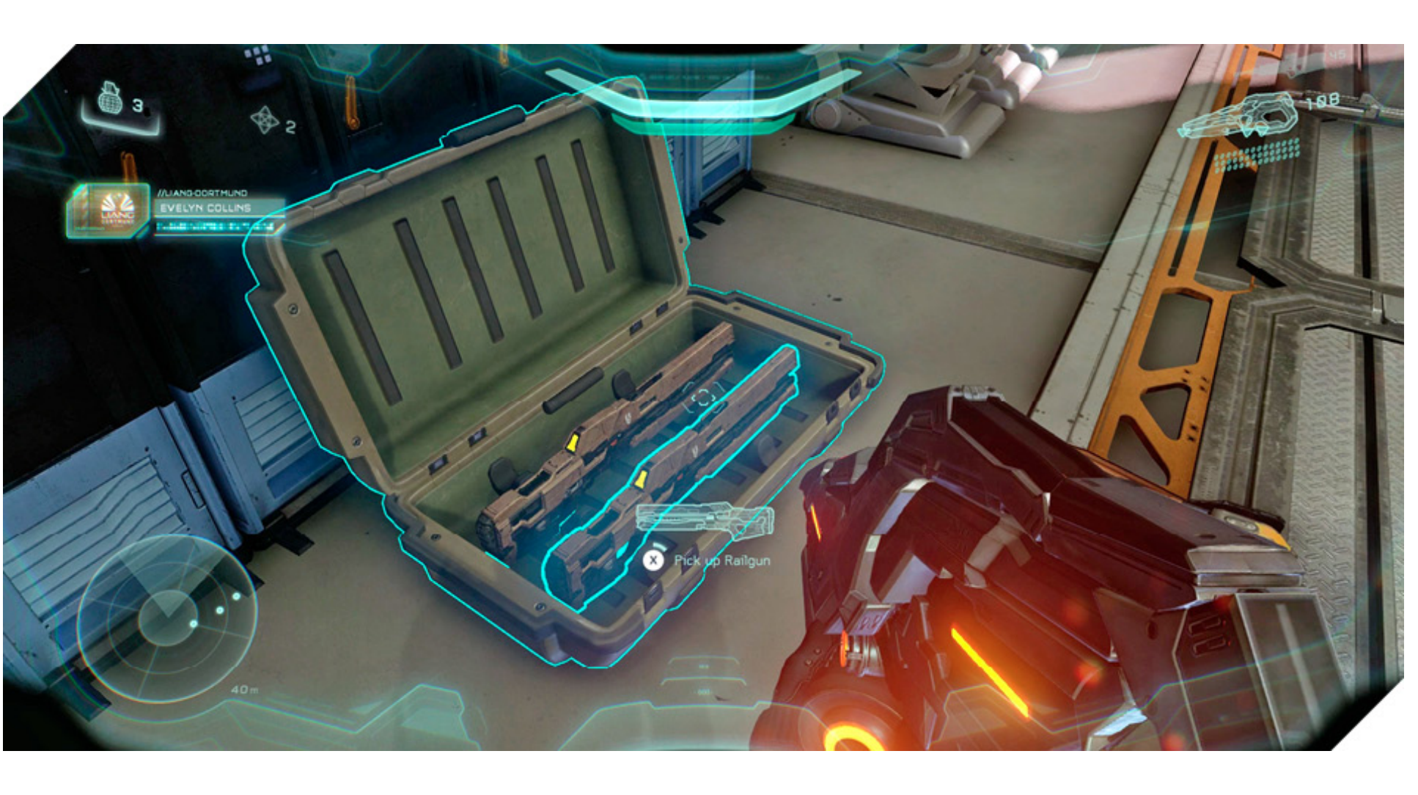


It's not long before the platform comes to a halt—lockdown reinitiates when more Promethean forces spawn in. There are no Watchers this time, only Soldiers and Crawlers; continue to put them down with Suppressor and Battle Rifle or DMR fire. Secure the platform to start it moving again, but be ready to face more Soldiers (one wields a Hydra Launcher that you can collect after the fight; two others carry Splinter Turrets) and Crawlers when the platform grinds to a halt for a second time.

LEGENDARY STRATEGY

Lingering on the elevated outer walkway is unwise during Legendary play. Although it's a fantastic vantage on easier difficulty levels, you're far too exposed up there on Legendary. Seek shelter in the passenger car that features the Battle Rifles and Assault Rifle 15. This is a fairly simple position to defend, and you've got plenty of extra ammo at your disposal. Duck out and grab more DMR and Suppressor ammo each time the platform starts moving again.

When the elevator starts moving for a third time, you intercept a transmission from Evelyn Collins, a frightened Meridian civilian. This is your cue to grab a Railgun from the passenger car that you smashed into earlier 17. Remain in the passenger car in preparation for battle with a trio of Knights.



Battling three Knights at once is madness, so focus on bringing one of them down as quickly as possible. The Railgun must charge for a moment before it fires, so order your team to attack your targeted Knight and draw its fire away. You have 12 shots with the Railgun, which is enough to defeat all three Knights if your aim is true. Any Knights left standing when you run out of ammo should be crippled and easy prey for smaller arms.

SPLINTER OF A CHANCE

The Splinter Turrets left behind by the Soldier Captains are also excellent weapons to wield against the Knights.

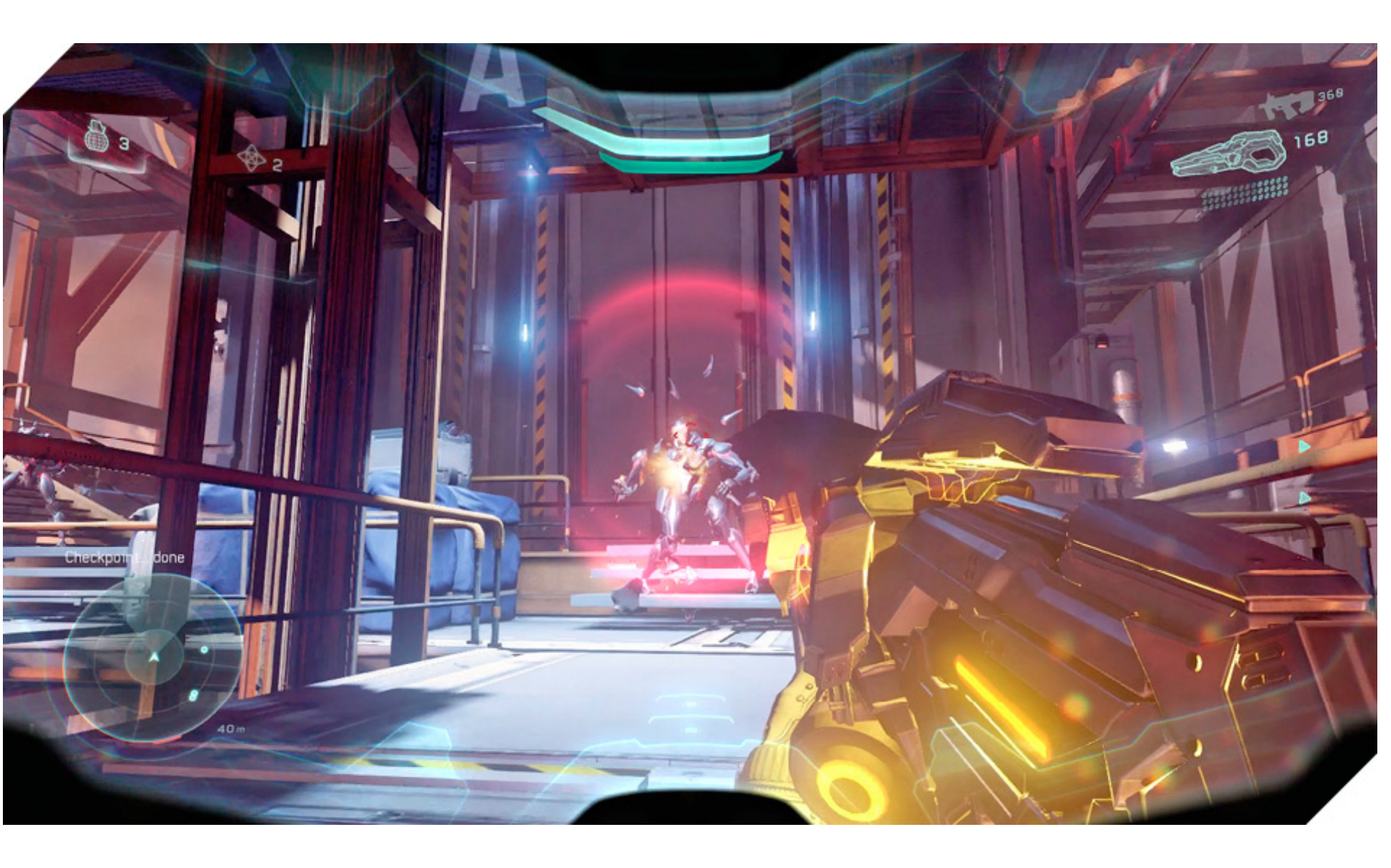
The elevator starts up again once the Knights are no more. The ride doesn't last long, however, because the entire platform suddenly falls apart. An emergency brake prevents you from plummeting all the way back down to Meridian, but you're still a good distance from Osiris's Pelican. Use Artemis to locate a pair of exit doors along the elevated walkway, and restock your Suppressor ammo before advancing.

MAKE 'EM SCATTER

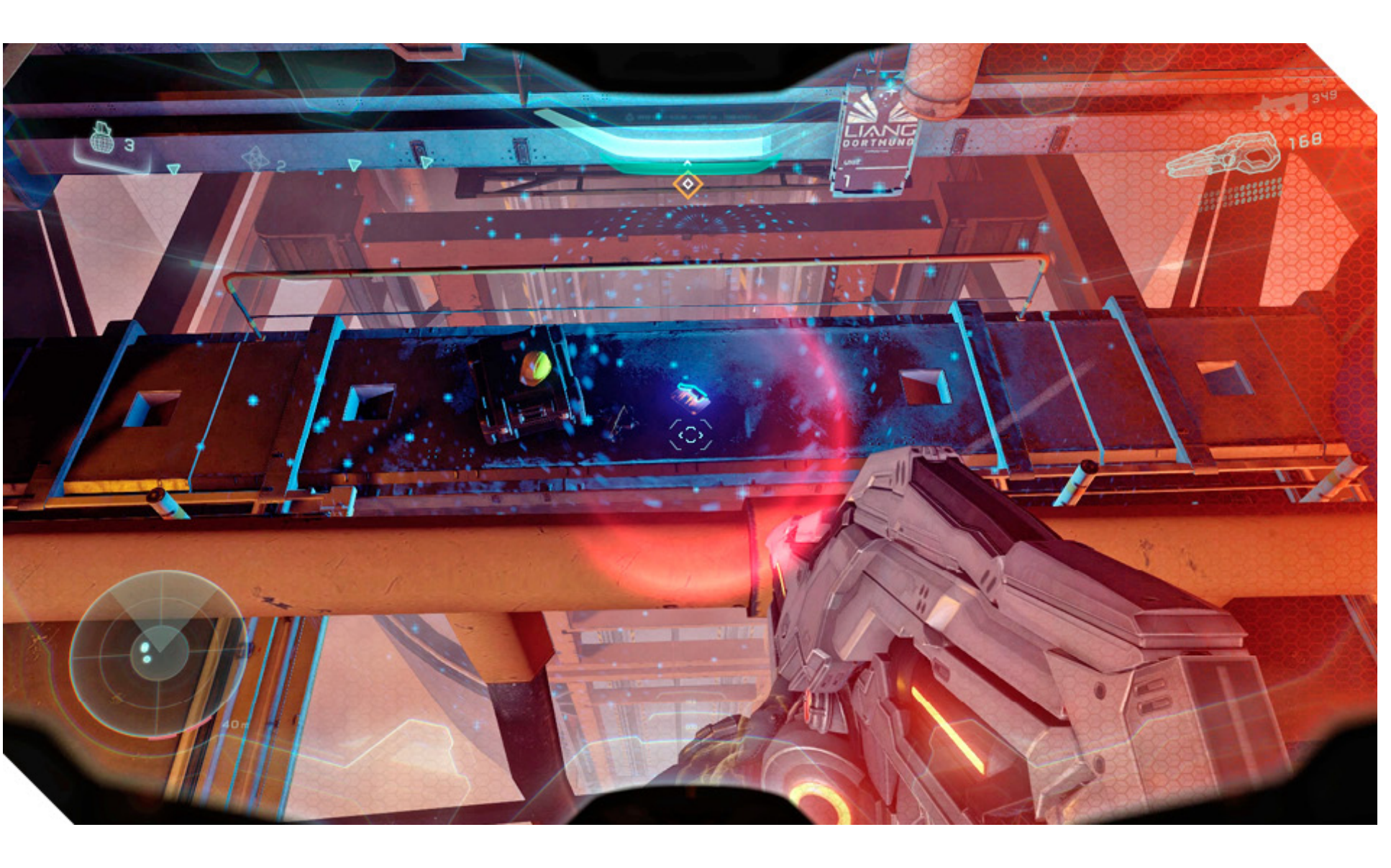
See if you can find a Scattershot dropped by a Knight—it'll be invaluable during your climb.

OBJECTIVE: CLIMB TO THE TOP

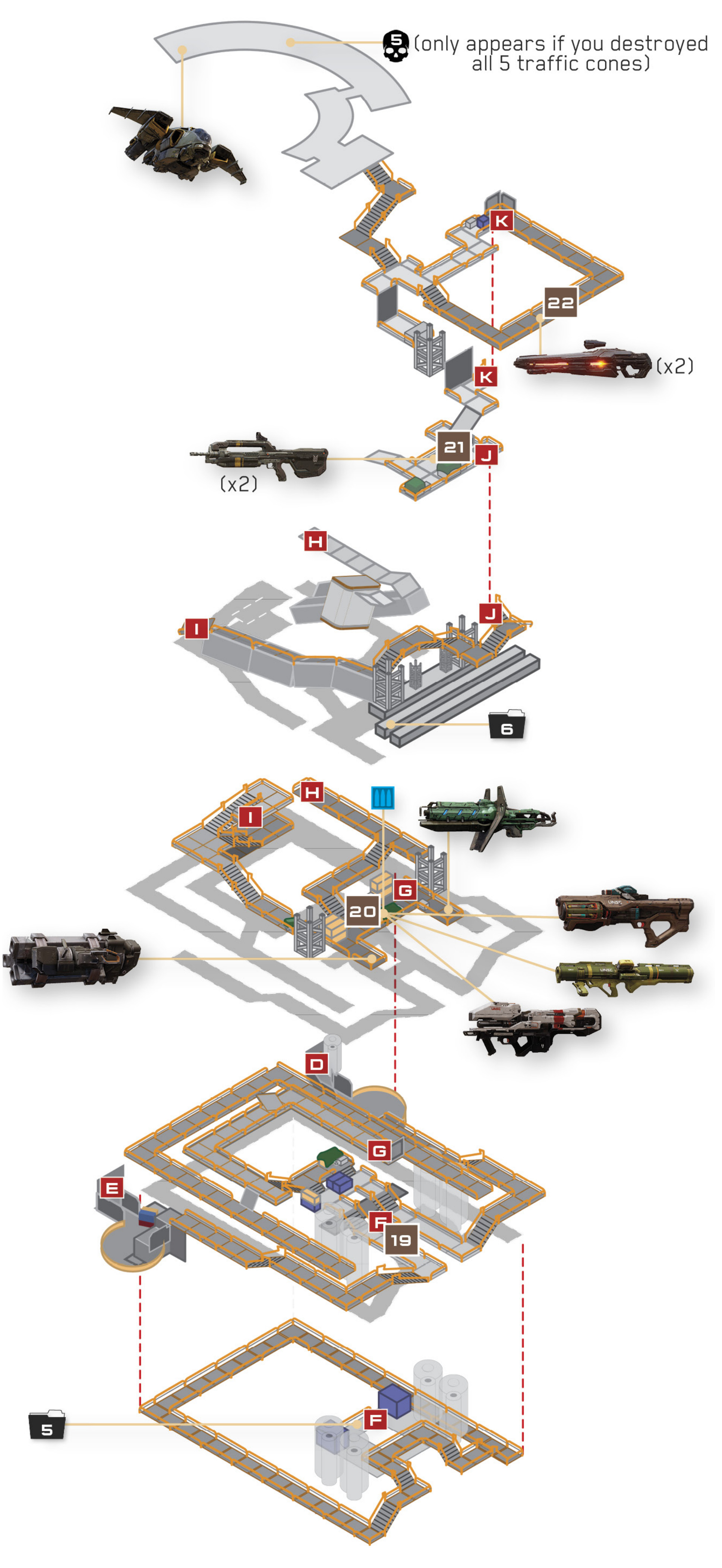
The Space Elevator brought you most of the way, but you've still got some climbing to do before you reach the Pelican. This final climb is extremely hazardous due to a trio of pesky Phaetons that fire at you from seemingly all directions. Cover is scarce, and there isn't much you can do about the Phaetons at first, so just hurry upward, cutting down Soldiers that get in your way with your Scattershot or Suppressor.



After defeating the first few Soldiers near the crane 19, peer over the railing, looking down at a glowing "Liang Dortmund" sign. Engage Artemis while looking down at this sign, and you'll detect a UNSC data pad resting near it. Carefully drop down and scan the pad for intel, then use the large covered crates to climb back up and continue your ascent.



MISSION 6 INTEL ACQUIRED (5/6)



You soon come to a collection of heavy weapons stashed near some crates 20. Take cover behind the larger yellow crates on the right while you use these heavy weapons to bring down the Phaetons. The Spartan Laser can down a Phaeton in one or two hits; the Hydra and Rocket Launchers are all but guaranteed to hit once you establish a lock; and the Gauss Cannon is also effective, but its bulk limits your mobility. If there's any ammo left for your Hydras after the Phaetons are gone, bring one with you into the next encounter.

FELLING THE PHAETONS

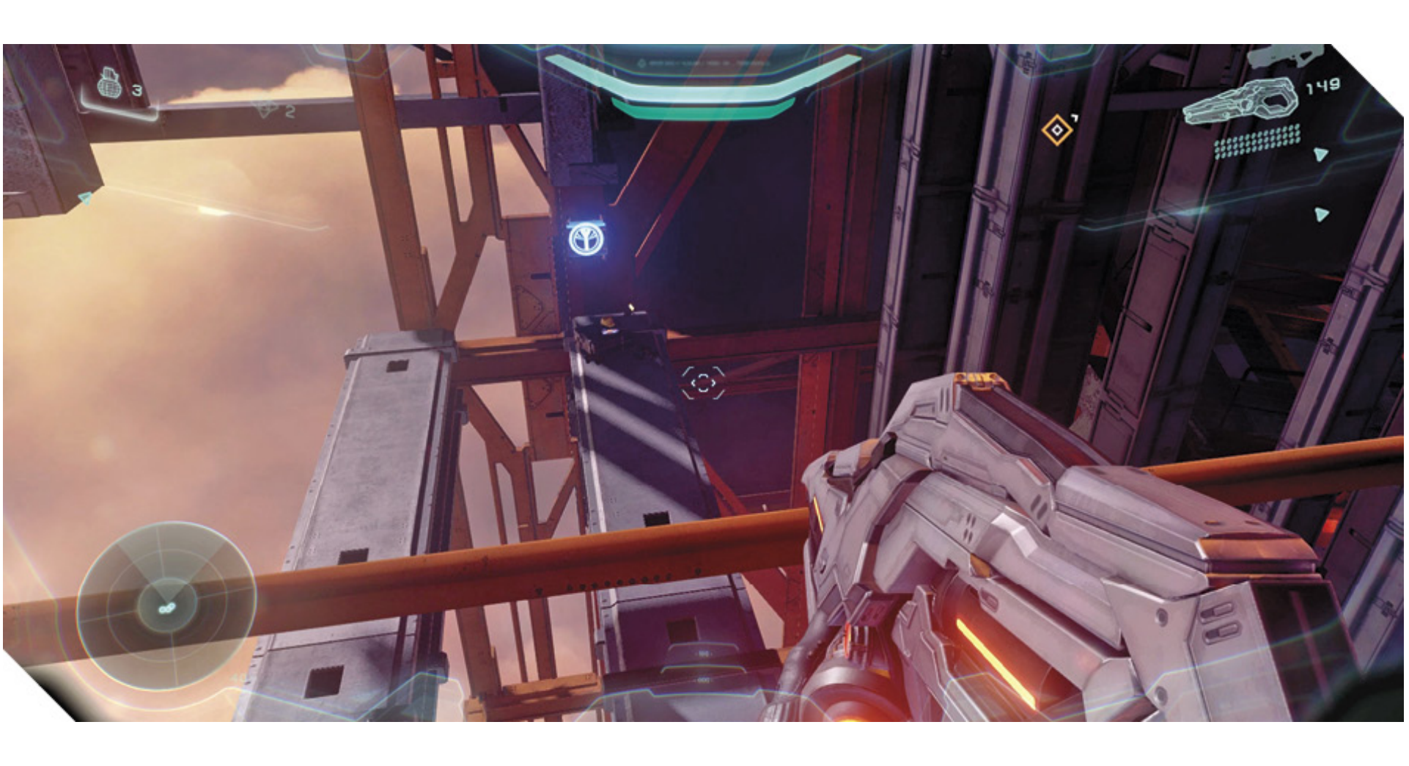
Locking onto the Phaetons is difficult at first due to their intense gunfire. Try bringing down one or two Phaetons with the Spartan Laser to reduce the amount of incoming fire. Switch to a Hydra or Rocket Launcher afterward and use its homing explosives to obliterate the others.

LEGENDARY STRATEGY

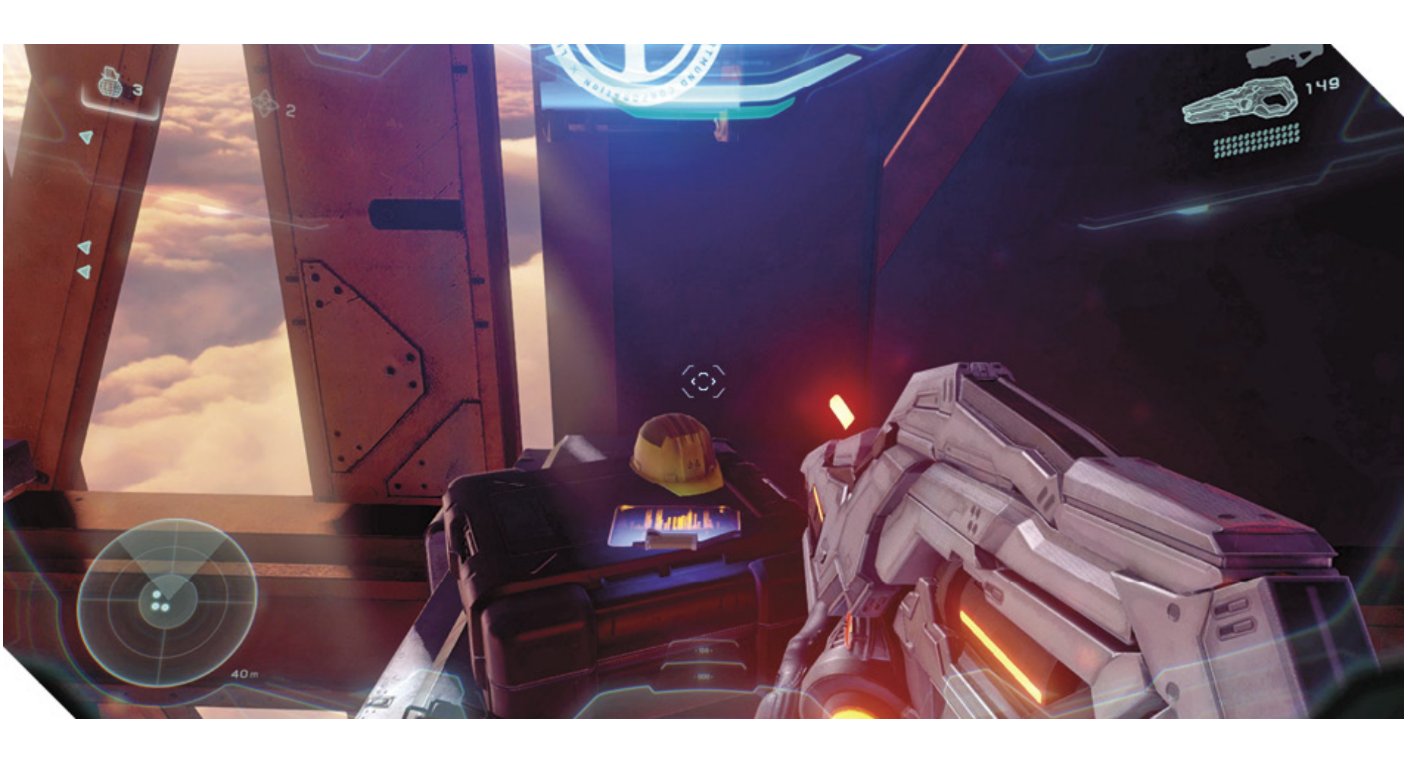
Phaetons are no fun on Legendary difficulty, as their powerful gunfire will cut you down even faster than before. To make matters worse, a few Soldiers guard the heavy weapons cache 20 and must be dealt with before you can focus on the Phaetons. Wipe out the Soldiers as quickly as you can, then work at downing the Phaetons with the heavy arms. Try to save the Hydras for later use, as they'll come in handy during the next encounter.

Continue your ascent after disposing of the three Phaetons. A massive shockwave emitted by the Guardian soon rocks the tower, causing scaffolding to fall all around you. Carefully make your way up the twisted metal and half-fallen walkways, moving ever upward.

Keep your eyes peeled for a case of Battle Rifles as you climb . Grab one if you like, then descend the nearby stairs. When you reach the second landing, look ahead to spy a small glowing sign on the wall below. Carefully leap over the railing, aiming to land on the thick beam leading to the sign.



The sign isn't important; the real find is the UNSC data pad nearby. Scan it to unlock the mission's final piece of intel, then carefully make your way back up to the Battle Rifles and continue your ascent.



MISSION 6 INTEL ACQUIRED (6/6)

More Soldiers spawn above you as you climb, including a few Watchers. These Soldiers wield LightRifles, making them quite dangerous. Reach a walkway that's opposite from the Soldiers 22 and you'll have a fair chance at fighting back. The walkway features two LightRifles that will help you pick off the Soldiers across the way. (The previous Hydra Launchers and Battle Rifles are also quite useful.) As always, target the Watchers first to prevent them from healing and shielding the Soldiers.

Continue your ascent after defeating the Soldiers, scaling a final staircase to at last reach the Space Elevator's landing pad. Shockwaves emitted by the Guardian knock you for a loop several times during your dash toward the Pelican, but don't stop sprinting or you risk being killed. Hurry to the Pelican and make good your daring escape from Meridian.

Mission 7: Reunion

Mission Briefing

"We were brought to this location for a reason. Search ahead."

The Master Chief's brazen decision to go AWOL in search of Cortana has proven fruitful. Following the guidance he received from Cortana during his vision of her on Argent Moon, Chief traveled to a backwater planet called Meridian, where he and Blue Team discovered a gigantic Forerunner being, known as a Guardian. In an effort to find Cortana and avoid capture by Fireteam Osiris, Master Chief and Blue Team entered a slipspace portal spawned by the Guardian. Now the Spartan IIs find themselves in unfamiliar surroundings, having been transported by the Guardian to an unknown Forerunner world.

You've no clue where you are, but it seems clear that the Guardian has brought you here for a reason. Cortana must be nearby. Search the planet for clues.

Enemies Encountered

CRAWLER

ELITE

GRUNT

JACKAL

KNIGHT

SOLDIER

WARDEN ETERNAL

Special Weapons Acquired

POOL OF RADIANCE

RIVER OF LIGHT

TALON OF THE LOST

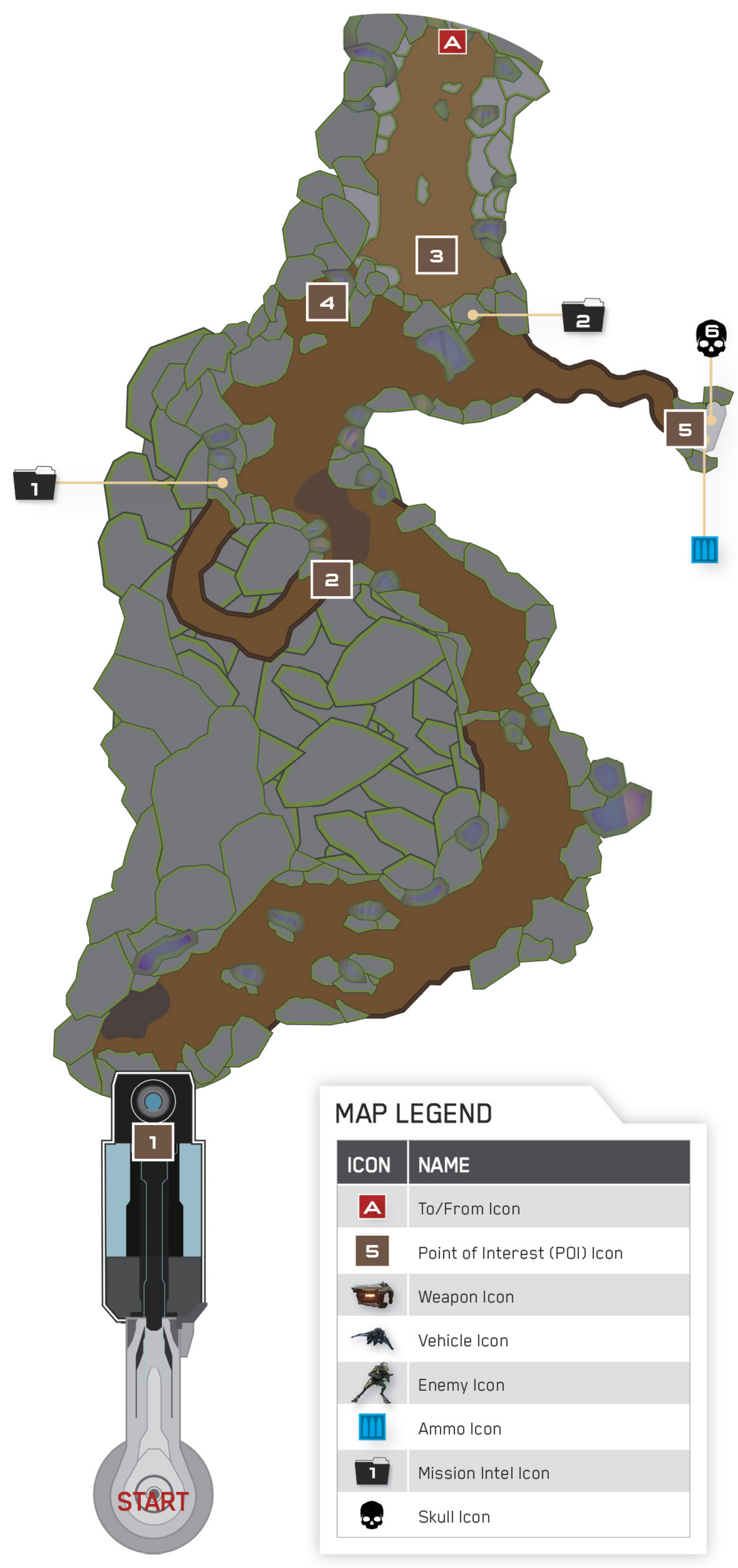
TWIN JEWELS OF MAETHRILLIAN

Vehicles Encountered

PHANTOM

Mission 7: Reunion

War Was in the Gates

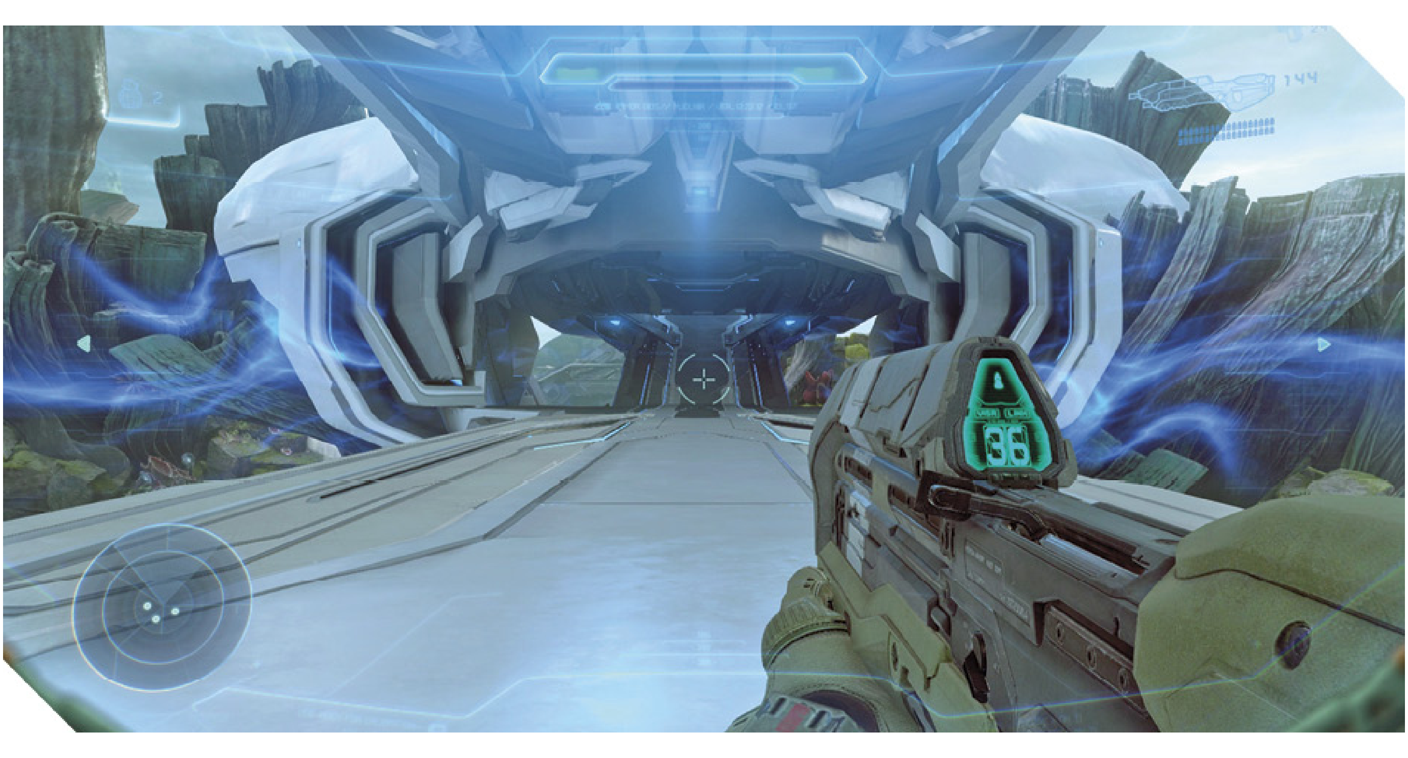


MAP LEGEND

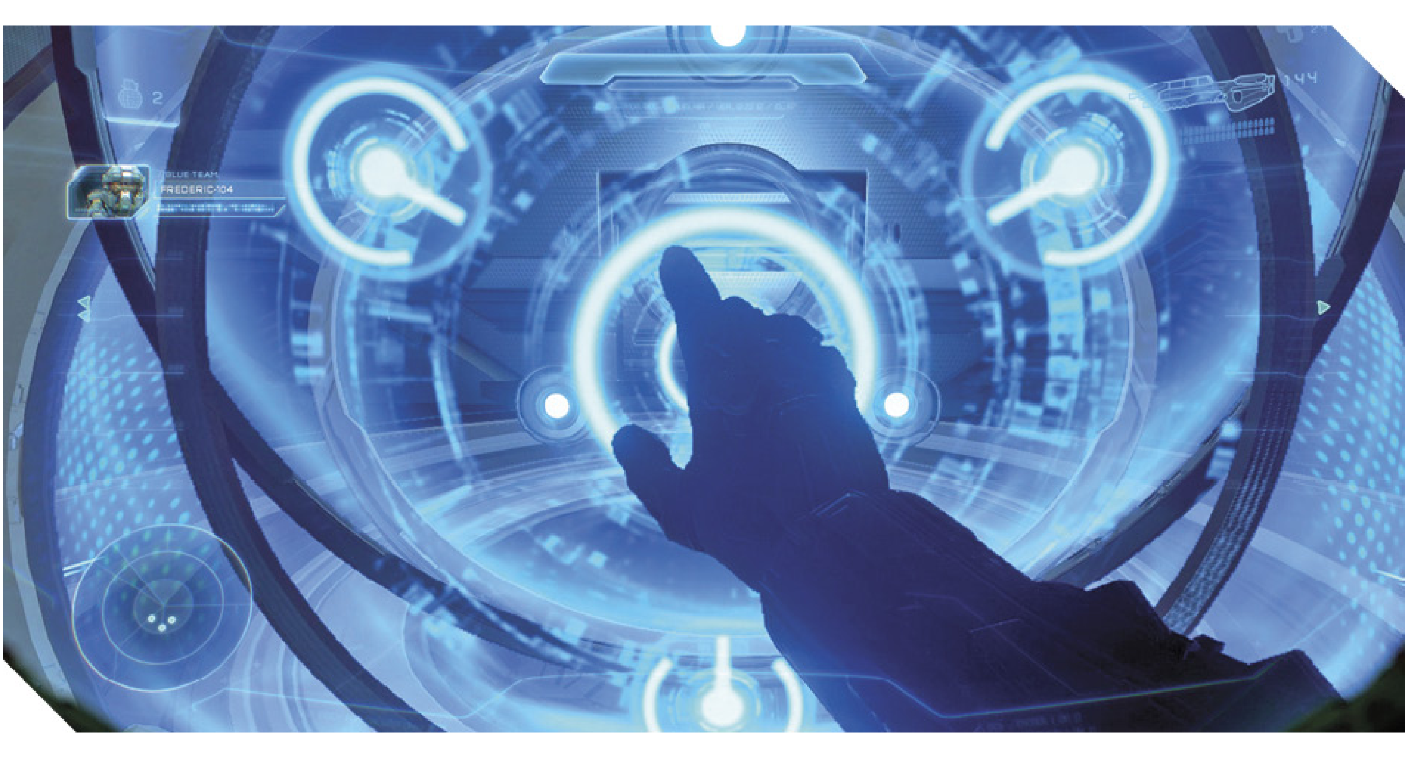
ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
▥	Ammo Icon
1	Mission Intel Icon
☠	Skull Icon

OBJECTIVE: INVESTIGATE THE FACILITY

Blue Team may not know where they are, but Master Chief believes they've been brought here for a reason. The towering presence of a Guardian suggests there's definitely something of interest to be found here. Advance into the small Forerunner structure ahead 1.

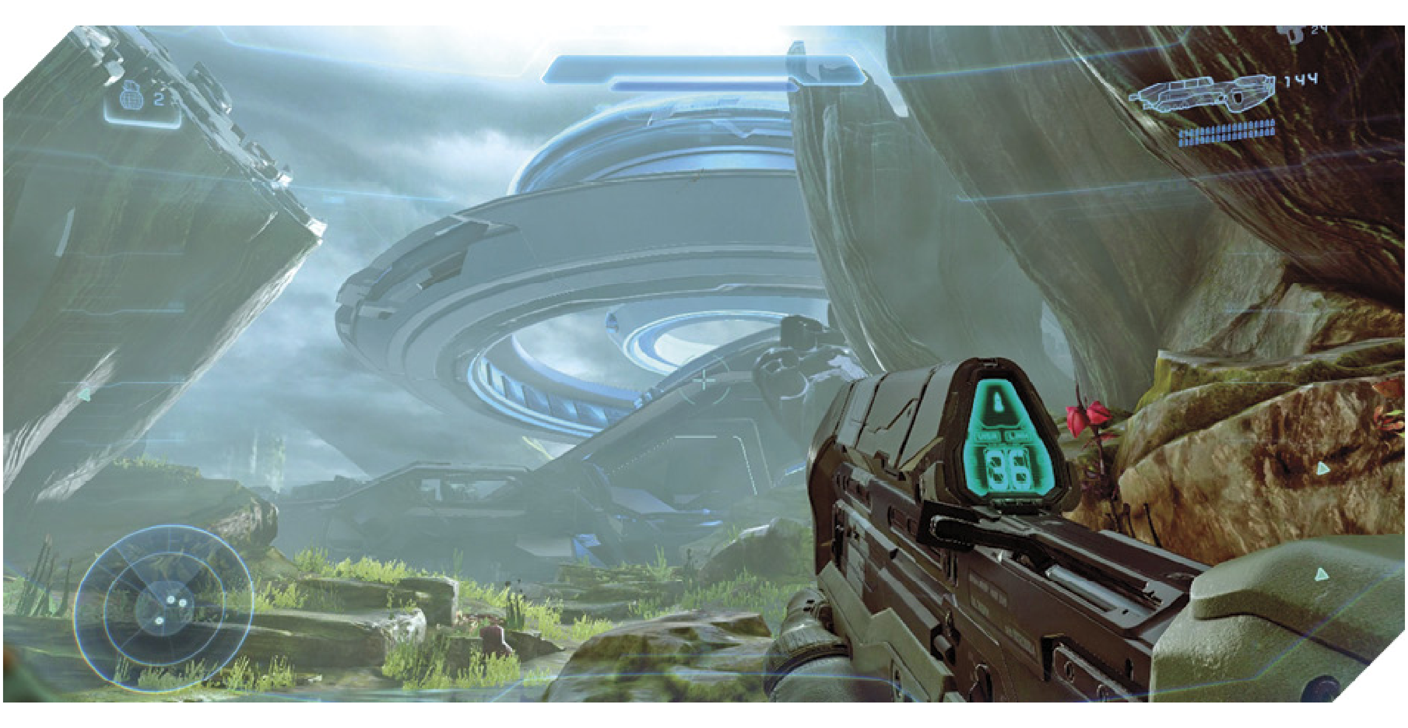


Inside the structure, a mysterious console emits an unusual, yet familiar, sound. Investigate the console to open the way forward, gaining access to the planet's vibrant landscape. Activating the console also appears to have some sort of effect on the larger Forerunner structure in the distance.

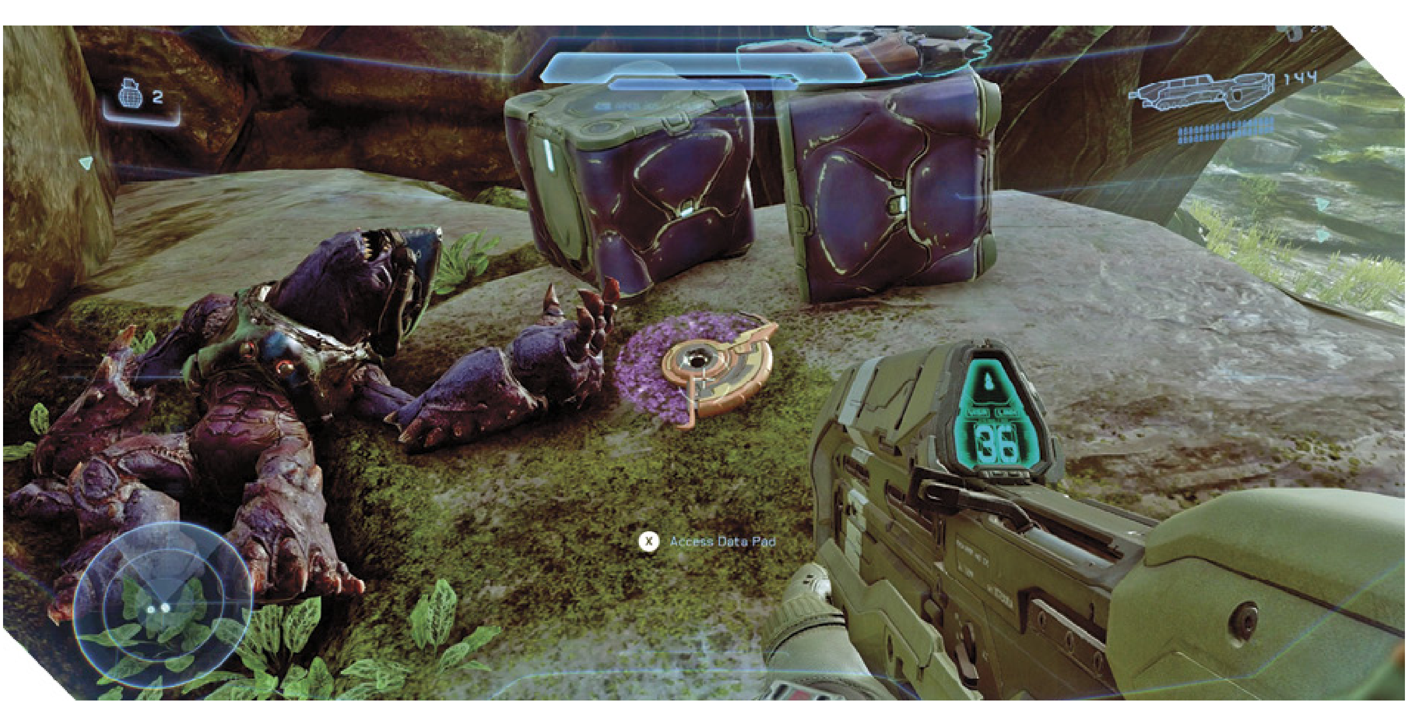


OBJECTIVE: LOCATE CORTANA

Chief believes that Cortana has brought Blue Team here, and he intends to find her. Advance along the rocky path, taking in the breathtaking scenery until the large Forerunner structure reappears on the horizon. Instead of advancing directly toward it, look for a side passage on the left 2.



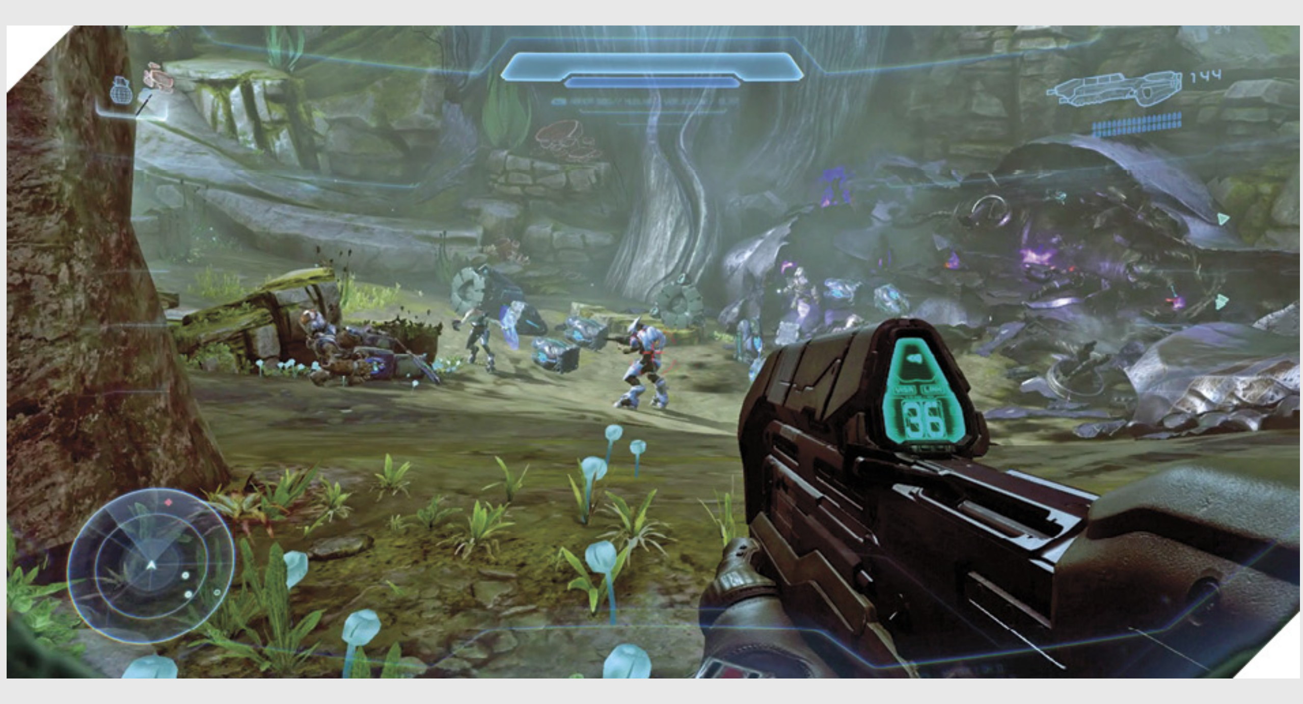
Follow the side passage to an overlook, where you discover a Covenant data pad lying next to a dead Grunt. Looks like the Covies have beaten you here.



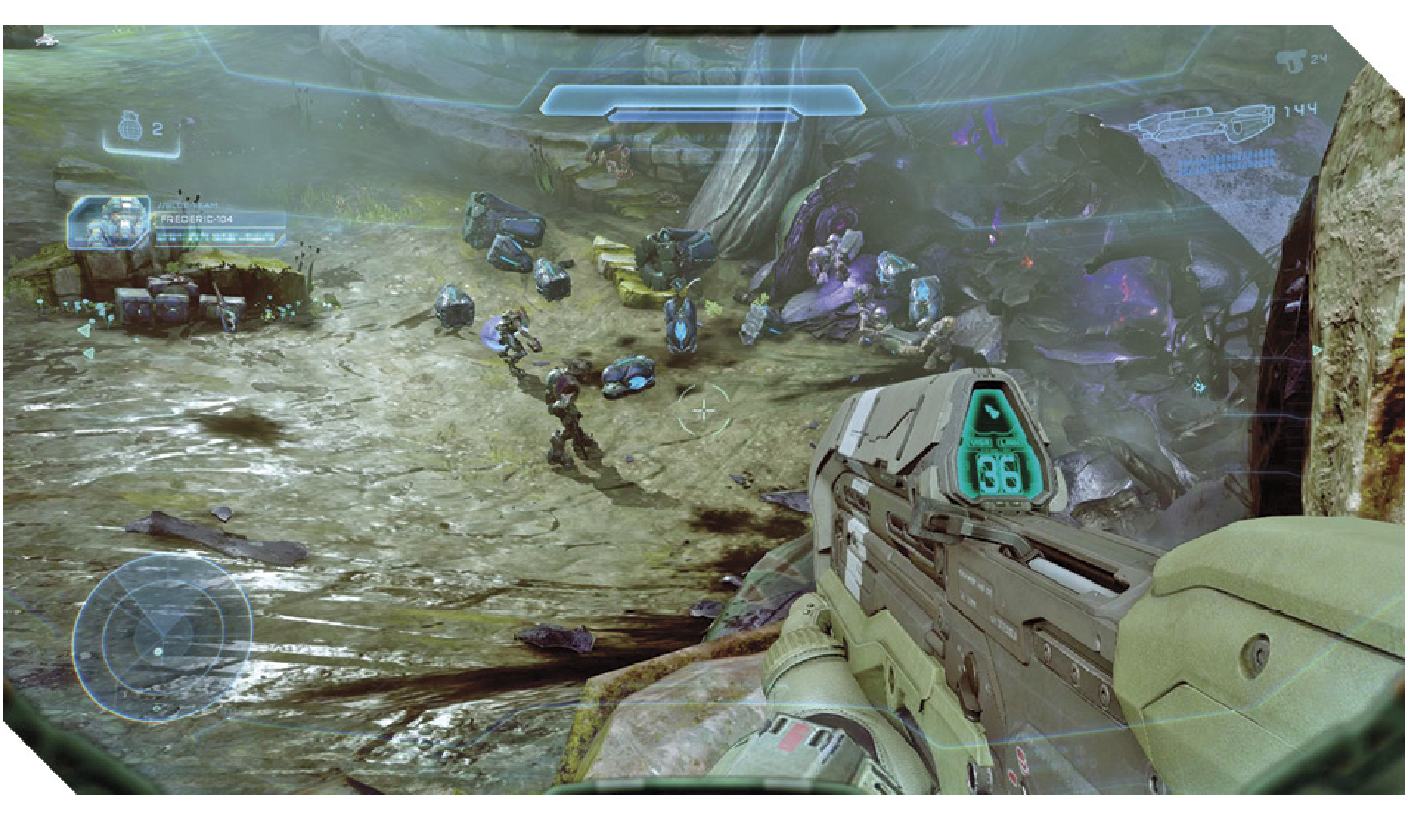
MISSION 7 INTEL ACQUIRED (1/7)

ALTERNATE APPROACH

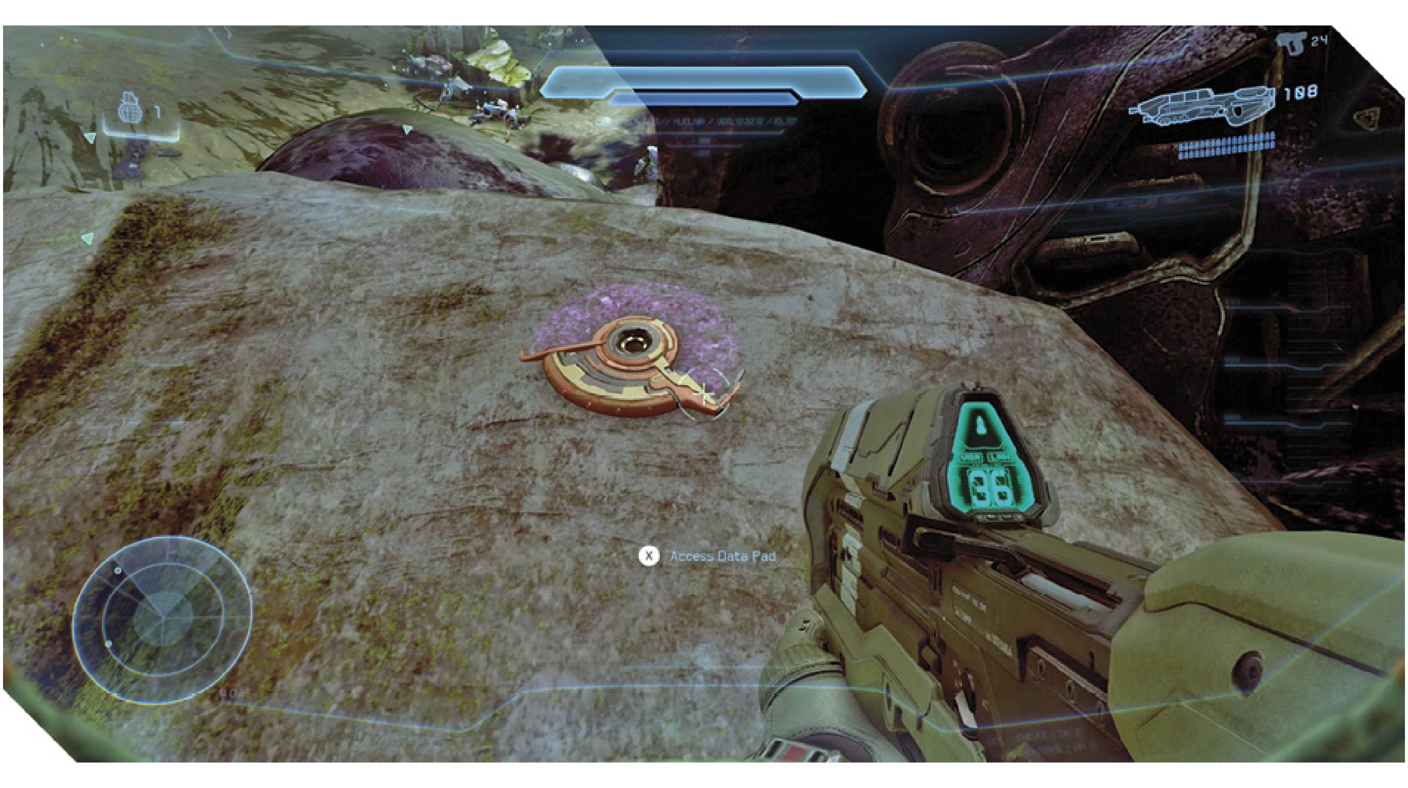
If you prefer a sneakier approach, follow the lower trail on the left to a weak wall 4. Smash through the wall with a Spartan Charge, then unload on the unsuspecting Covies at the crash site.



Drop from the ledge after inspecting the data pad and advance toward the cliff ahead. Covenant foes lurk in the lower area 3; those in this small group are still breathing, but they seem off-guard and disoriented, having apparently survived a crash landing. Toss a grenade and then open fire with your Magnum, or dive into the fray with a mighty Ground Pound and then start blazing away with your Assault Rifle.

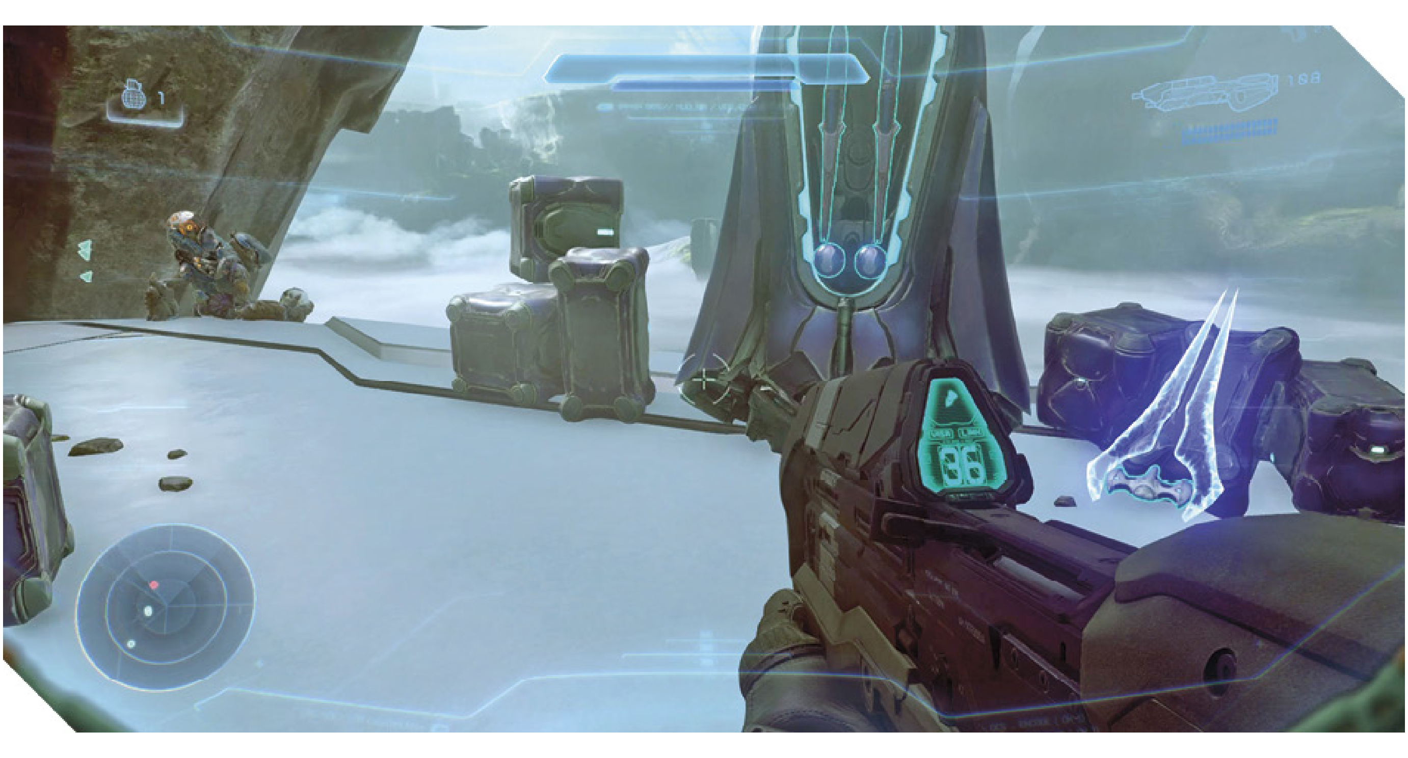


Secure the crash site, then jump onto the Covenant's downed ship. Stand on top of the ship and then leap to the nearby ledge, which features another Covenant data pad. Scan the pad for some more intel, then follow the passage ahead and to the left.

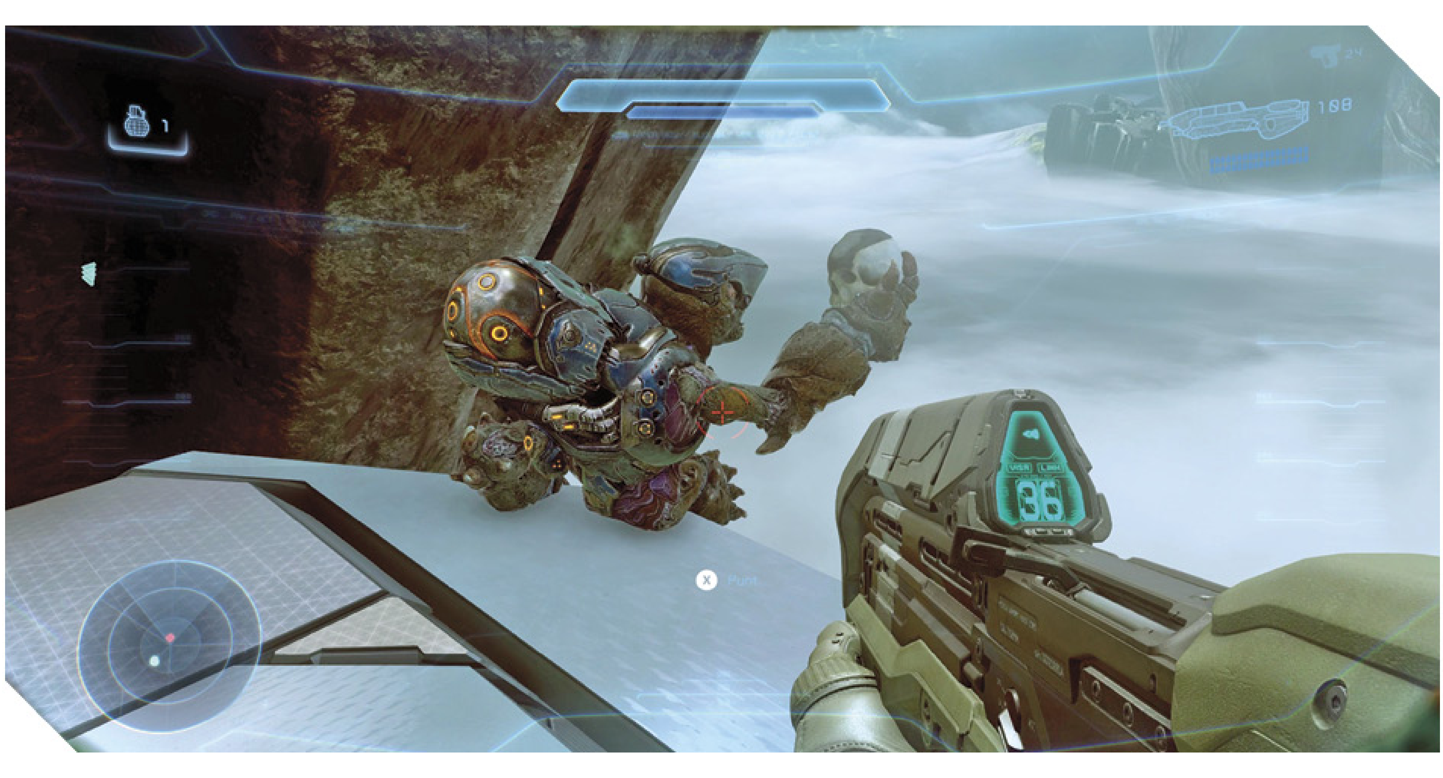


MISSION 7 INTEL ACQUIRED (2/7)

The passage leads to an overlook with two Carbines and an Energy Sword 5. An inattentive Grunt is merrily singing away here. Punt the Grunt off the ledge to end its singing, then trade your Assault Rifle for a Carbine before backtracking to the crash site and picking up the main trail.



SKULL 6 OF 13: GRUNT PARTY

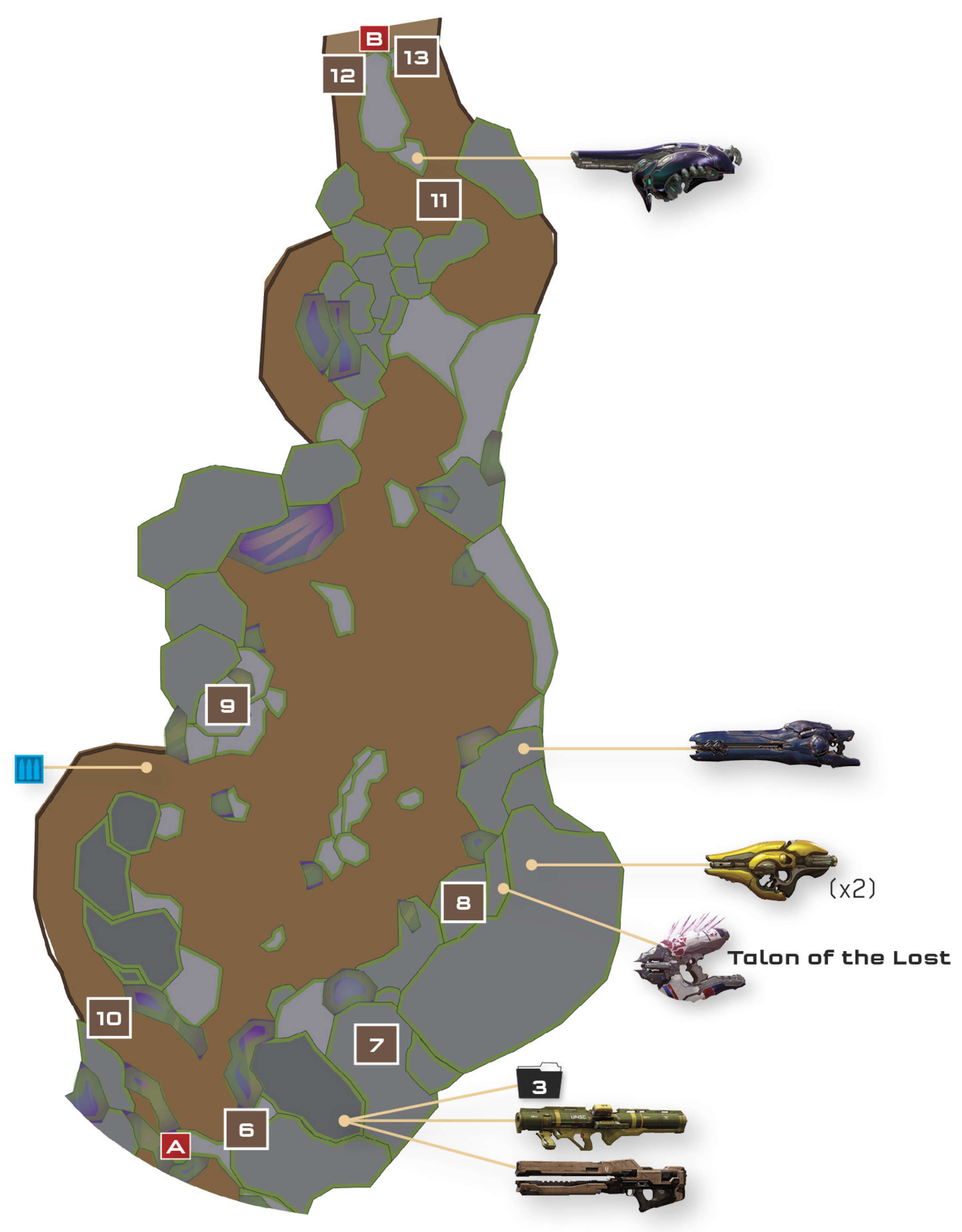


The singing Grunt at the overlook is holding a Skull 5. Approach the Grunt and press the Action button to punt the Grunt off the cliff, then collect the Skull it leaves behind—the first of two Skulls you can discover in this mission.

CAMPAIGN WALKTHROUGH

Mission 7: Reunion

Major Firefight: Covenant Camp

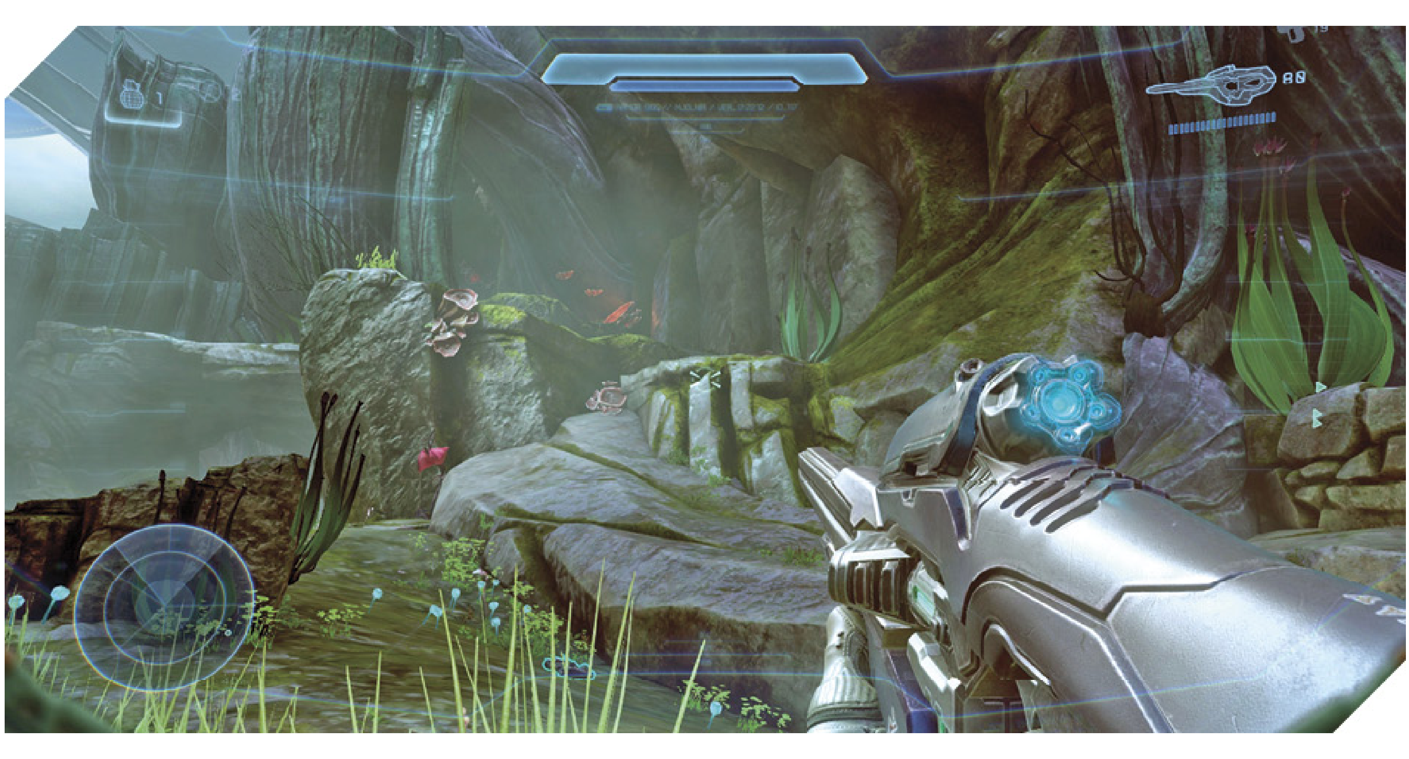


More Covenant forces have set up camp just beyond the crash site. Approaching from the main trail is disastrous; flank the enemy by scaling the rocks on the right to reach a sniper's ledge 8 or by smashing into the left-side trail with a Spartan Charge 10.

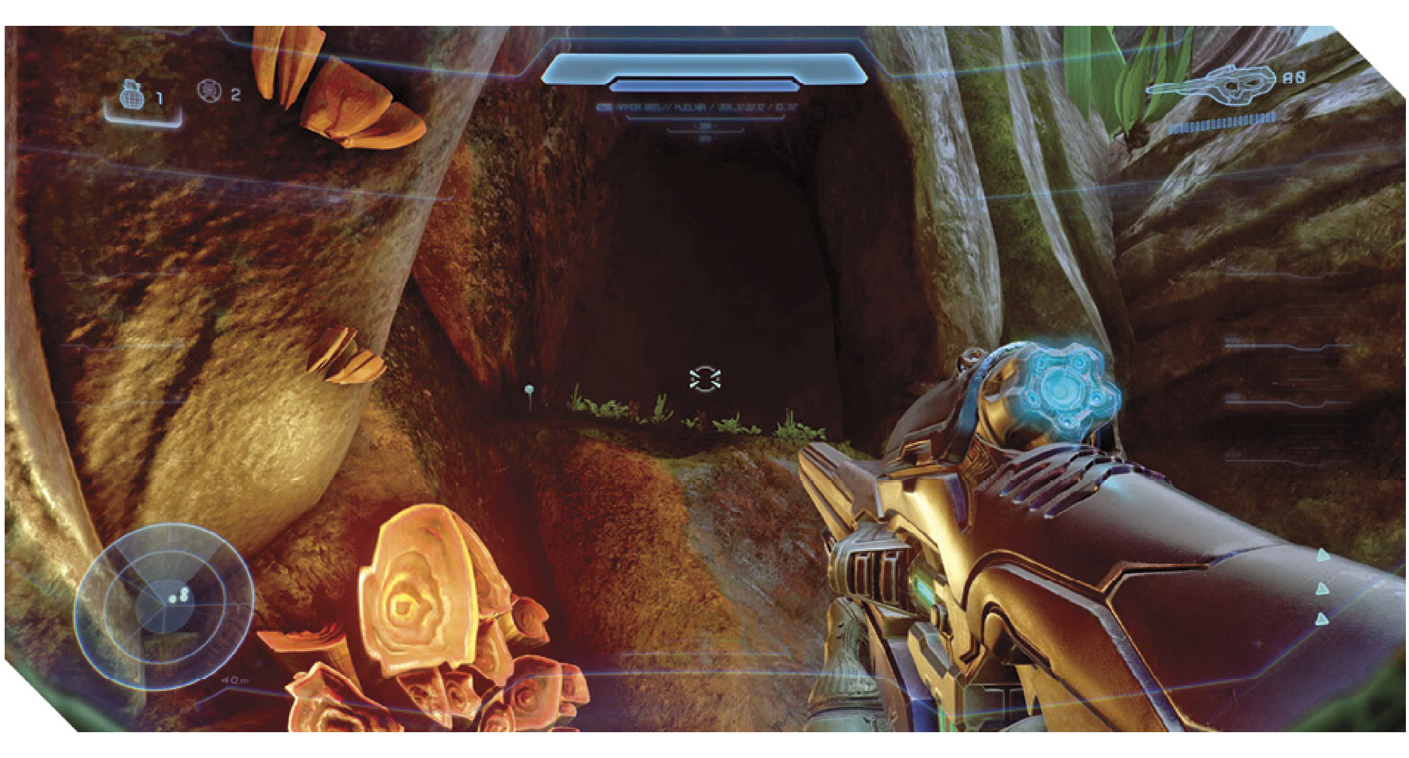
RECOMMENDED LOADOUT

A Carbine and a Plasma Pistol or Storm Rifle are solid weapons to bring into this battle. Use a Carbine to pick off the Grunts and Jackals, and the Plasma Pistol or Storm Rifle to break the Elites' shields. The powerful weapons that can be found in the high cave 7 en route to the sniper's ledge 8 are also extremely effective, as are the Fuel Rod Cannons on the sniper's ledge itself.

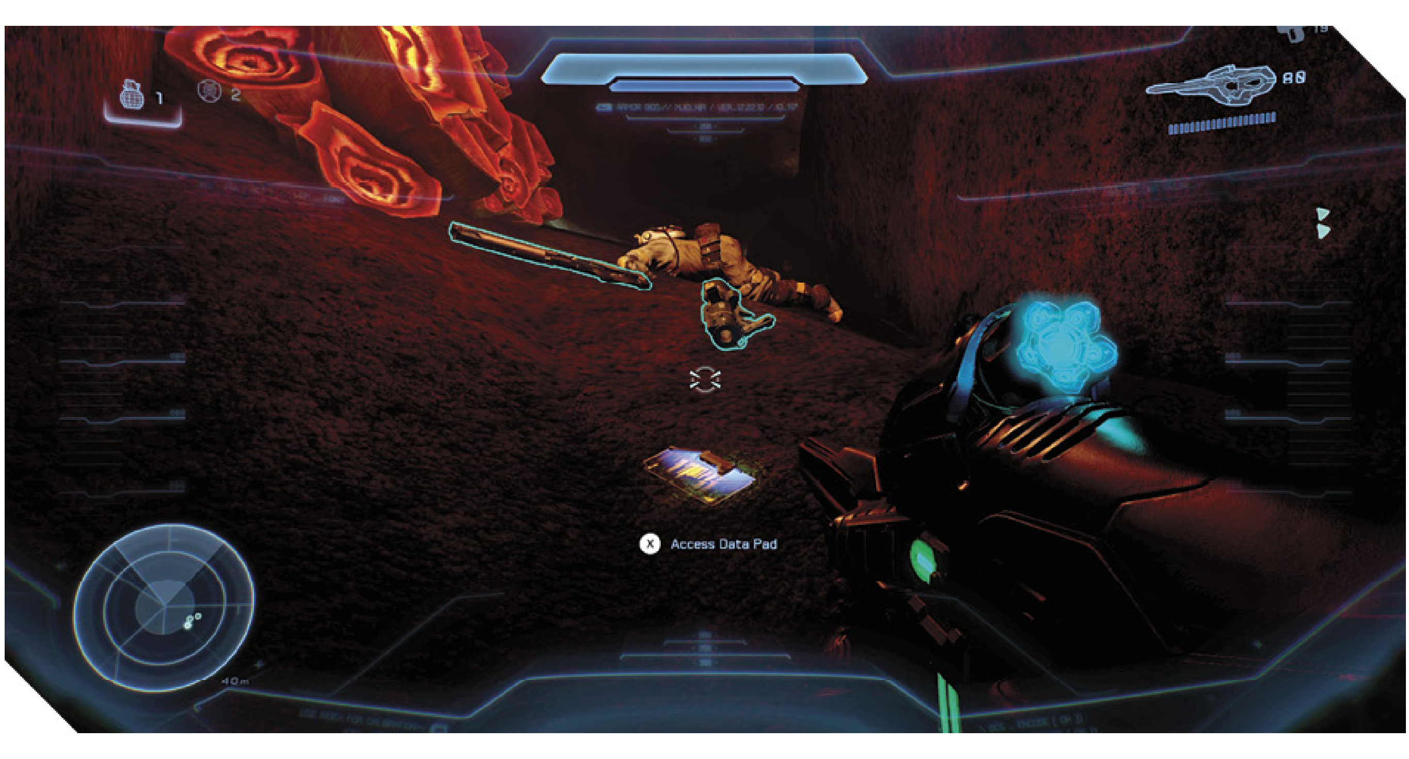
The main trail leads to a Covenant encampment. Rather than approaching the hot spot head on, get the drop on the Covies by climbing the rocks on the right 6.



When you reach a glowing patch of orange-ish flora on your right, turn to face it and then look up to spy a high cave 7. Jump up and climb into the cave, which is easy to miss if you aren't looking for it.

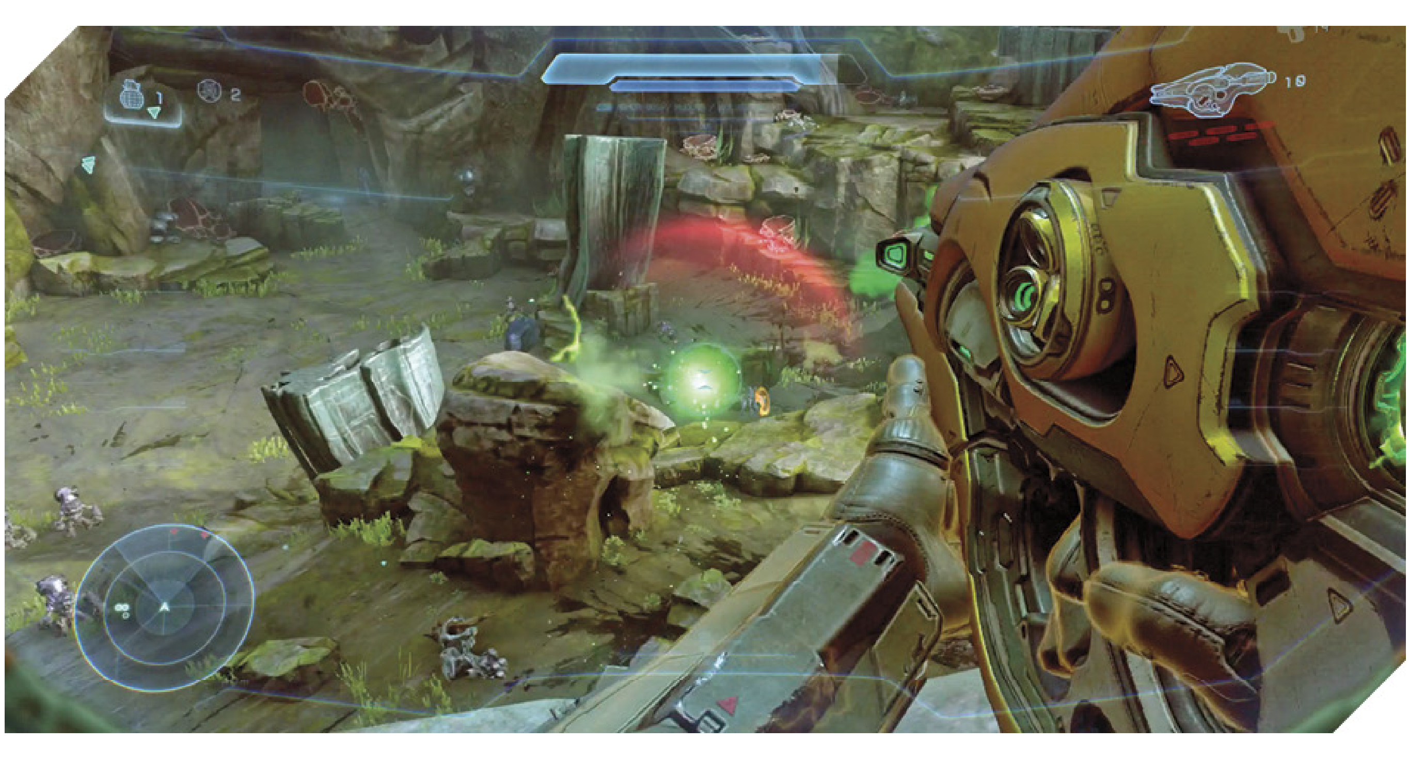


The cave serves as the final resting place of a Meridian miner. Could the Guardian have brought him here somehow? Scan the data pad dropped by the unfortunate man for intel, then grab or give away the Rocket Launcher and Railgun he also left behind.

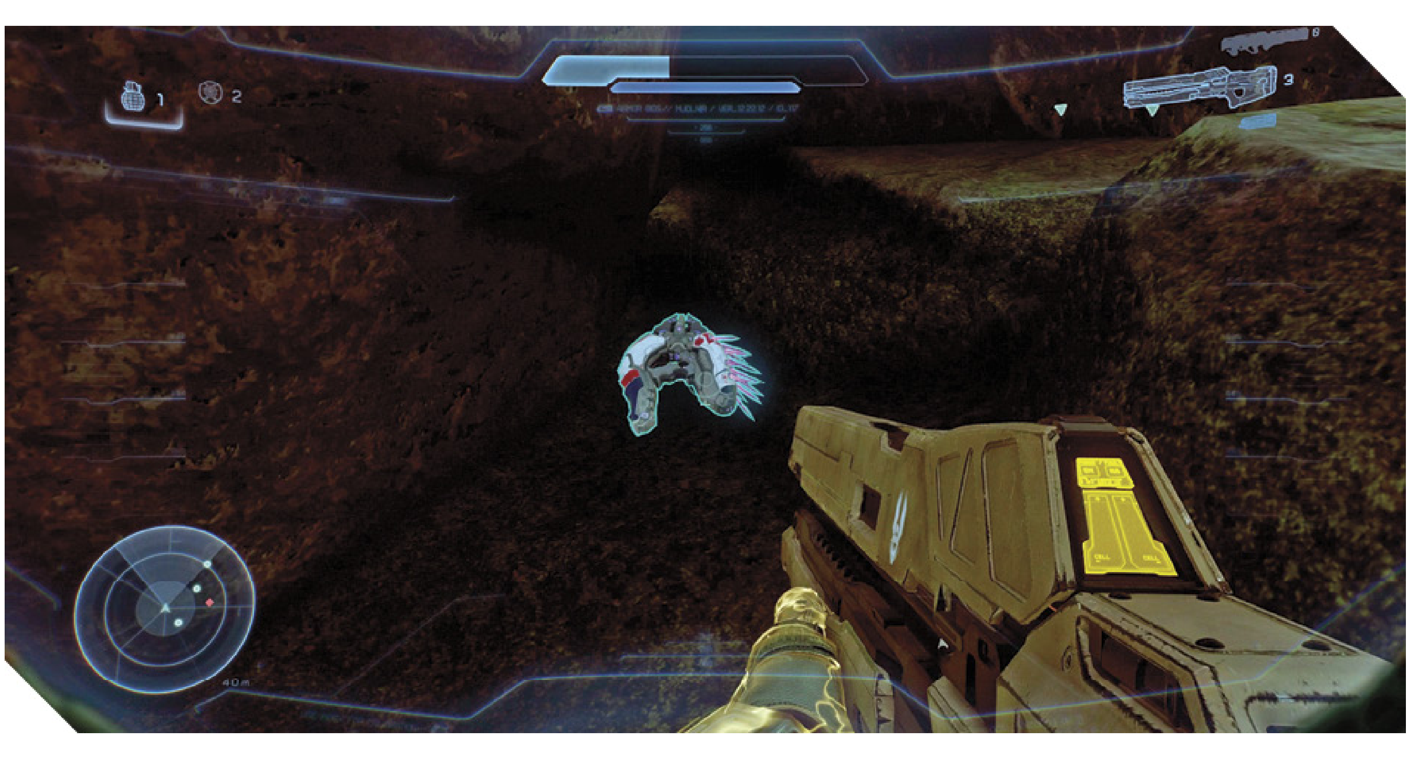


MISSION 7 INTEL ACQUIRED (3/7)

Exit the cave and continue scaling the rocks on the right to reach an excellent sniper's ledge 8. Here, you can put your newfound weaponry to good use against the Covenant below, along with the Fuel Rod Cannons you find in the nearby Covenant supply crate. Prioritize the Jackal Sniper on the rocky perch across from you 9 and the Grunt Heavy that's moving around with a Fuel Rod Cannon down below. A Carbine is a good backup when you run out of heavy ordnance.



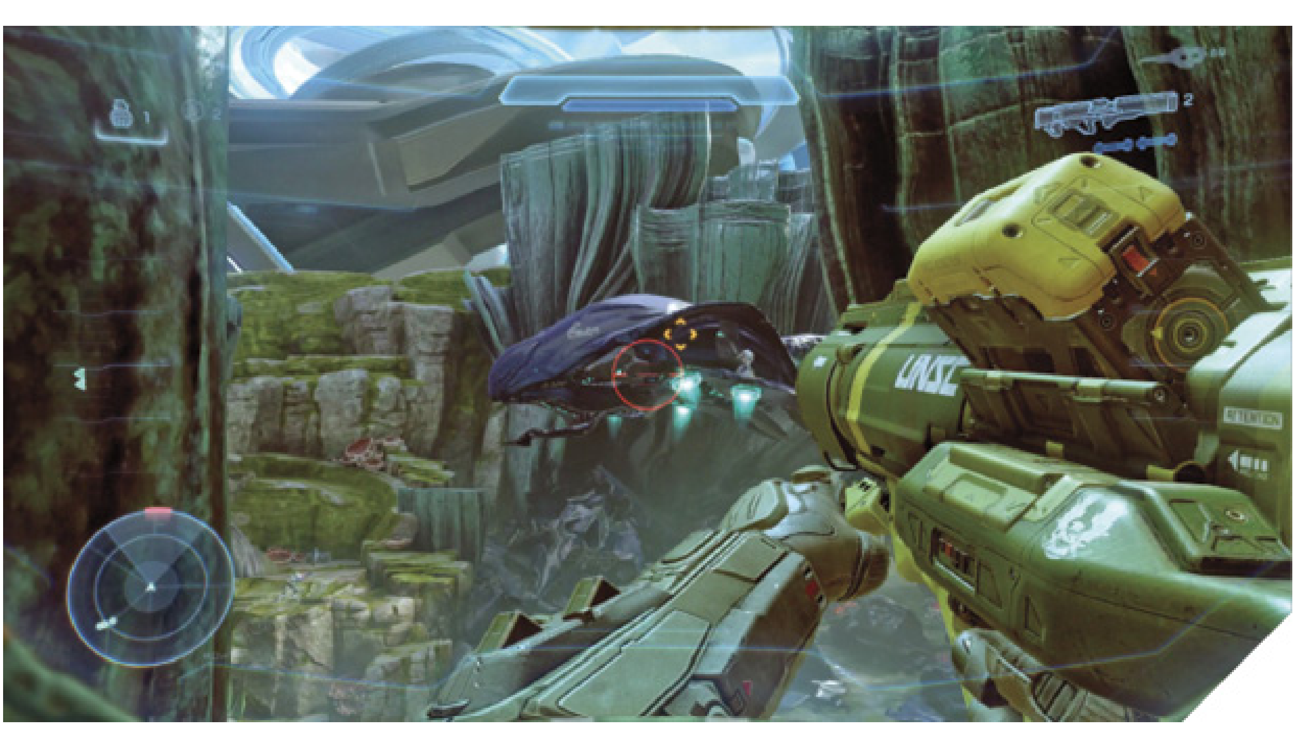
A special Needler called Talon of the Lost is also hidden on the sniper's ledge—look for it in the cracks of the lower ledges just below the Fuel Rod Cannons. In addition, if you keep inching along the ledge to its farthest end, you'll discover a mighty Beam Rifle that can help you finish off those pesky Elites.



TALON OF THE LOST

Sangheili miners and engineers continue to discover amazing new properties of the Subanese crystals used in Needler ammunition. Talon of the Lost is an advanced Needler that fires carefully calibrated shards that can embed themselves in armor.

ACHIEVEMENT: NO WITNESSES



Grab the Rocket Launcher and Railgun from the cave at **7**, then race to the sniper's ledge **8** and use them to bring down the Phantom that flies off shortly after you reach the Covenant camp. You'll earn an Achievement if you succeed, but the Phantom flies away fast, so you've got to be quick! You'll need both weapons to bring down the Phantom. If it escapes, restart from the previous checkpoint and try again.

LEGENDARY STRATEGY

Exploit the sniper ledge 8 during Legendary play; it's a fantastic vantage for eliminating the Covenant at the campsite. Grab the Railgun from the high cave along the way 7 and use it along with the ledge's Fuel Rod Cannons to eliminate the Elites. Pick off Grunts and Jackals with a Carbine, prioritizing the Jackal Ranger on the far ledge and the Grunt Heavy armed with a Fuel Rod Cannon. Don't leave the ledge until the Covies go quiet.

ALTERNATE APPROACH

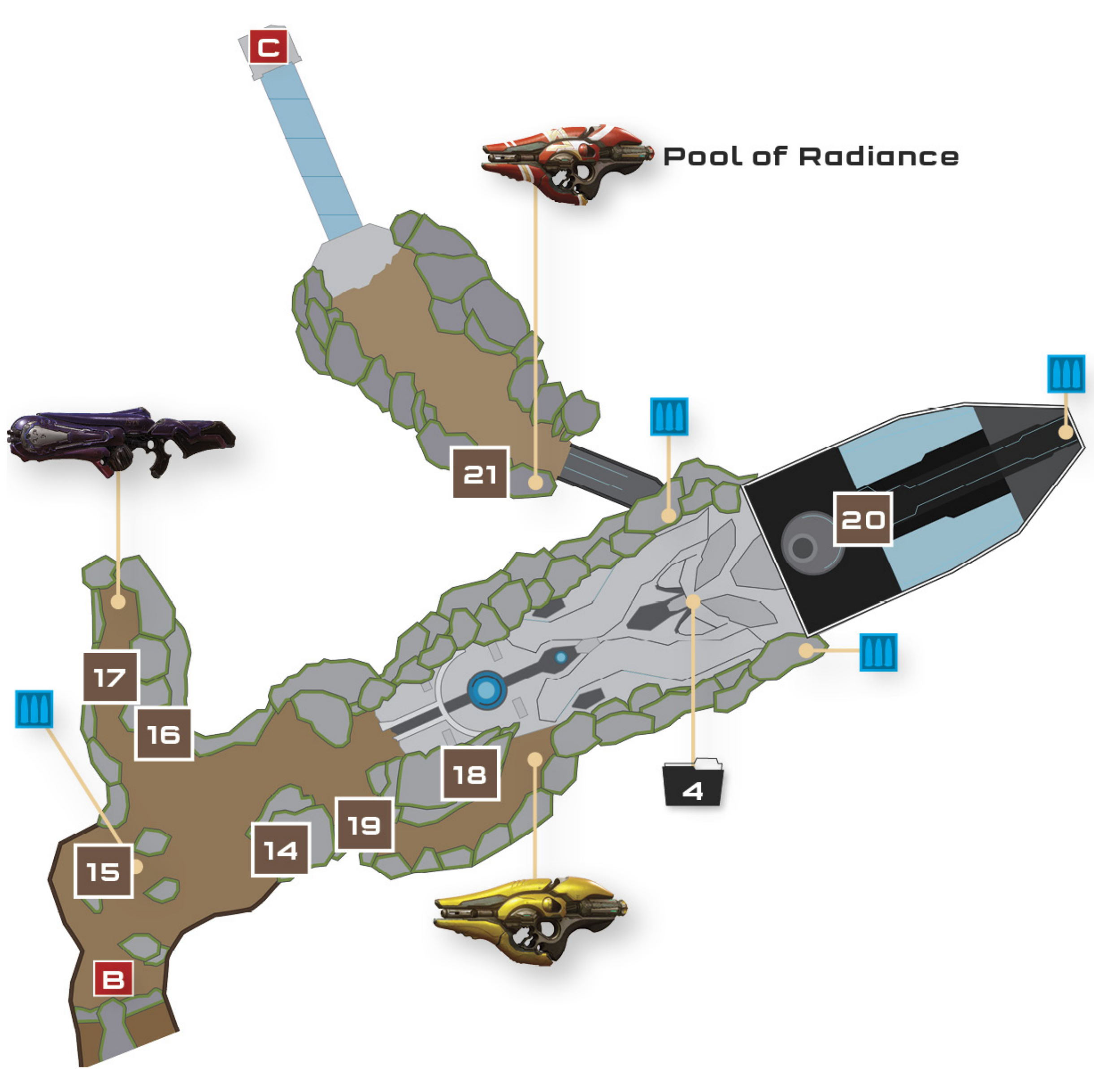
Instead of heading to the sniper ledge 8, turn left when you reach the Covenant camp and follow a side passage to a weak wall 10. Smash through the wall with a Spartan Charge to reach a Covenant supply crate that's stocked with Carbines. Put these to use as you unload on the Covies from here. Scale the nearby rocks on the left to reach the Jackal Sniper's perch 9, where you have access to another Carbine and the Beam Rifle that the Jackal drops.

Ammo up after securing the campsite. The path ahead briefly splits before rejoining at a choke point where more Covenant forces have set up a Plasma Cannon Turret 11. Avoid the low middle tunnel, either taking the left path or scaling the right slope to reach higher ground. Pick shots at the Covies with a Carbine or Beam Rifle from these vantages, or simply annihilate them with a few blasts from a Fuel Rod Cannon.

After the battle, take the left trail and smash through a weak wall 12 to get the drop on the next group of foes ahead. Alternatively, detach the Plasma Cannon and unload on the Covies from the high vantage on the right 13.

Mission 7: Reunion

Major Firefight: Forerunner Facility Approach



Blue Team is drawing close to another Forerunner facility, but this one's crawling with Covenant forces. It's an uphill battle most of the way, but clever Spartans can find ways of reaching higher ground and turning the situation to their favor. The twin Shade Turrets stationed near the facility are most problematic; don't linger in their sights for long.

RECOMMENDED LOADOUT

The Plasma Cannon Turret that you recently neutralized is a fun weapon to carry into this battle, as is a Fuel Rod Cannon, Beam Rifle, or the Rocket Launcher or Railgun found in the cave 7. A Carbine is your next best bet, and it serves as an excellent weapon for scoring headshots on Grunts and Jackals.

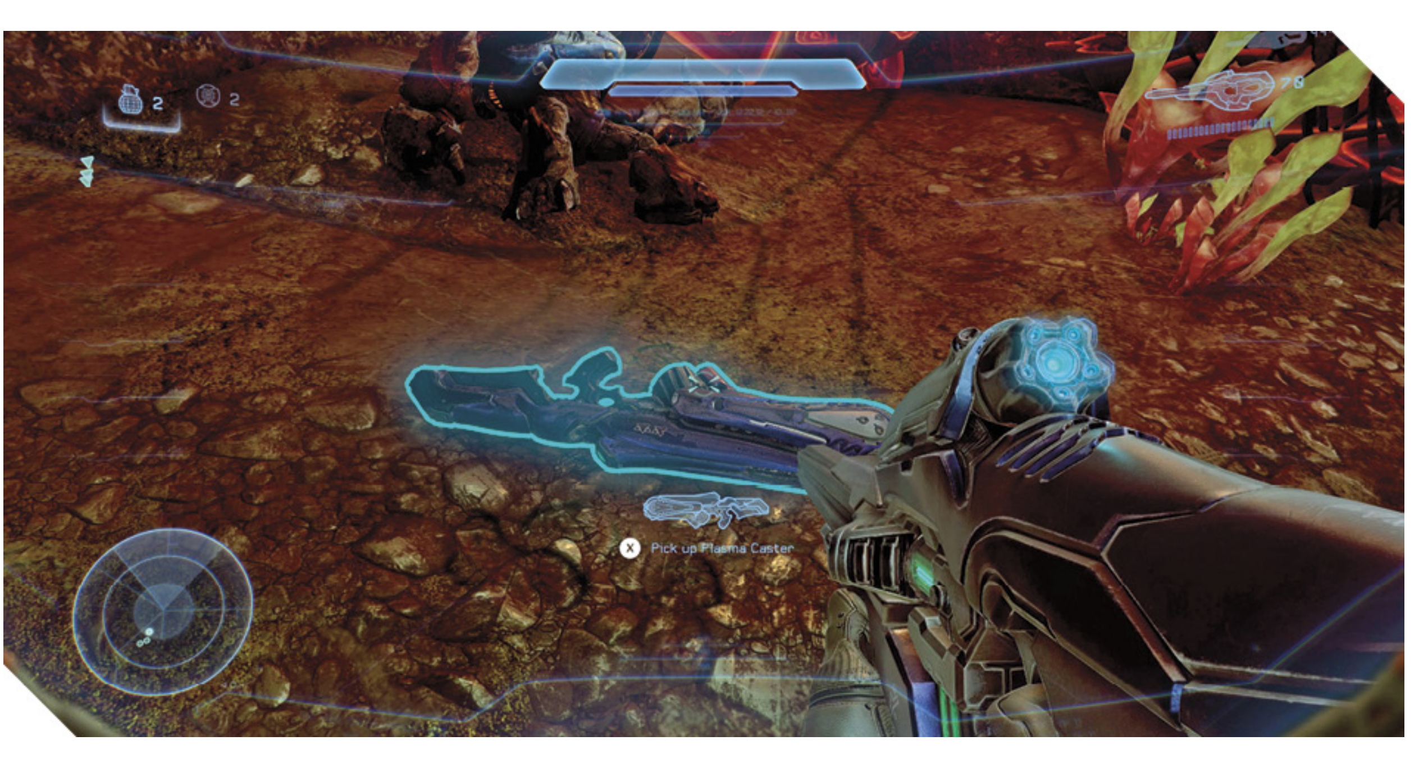
You get the drop on the first few Grunts and Jackals. Wipe them all out, then press onward, blasting your way through several more Covies guarding the hill ahead. Prioritize the Jackal Ranger on the perch to the right 14 and the Grunt Heavy that's mobile with a Fuel Rod Cannon. Beware of incoming fire from the Phantom that lifts off in the distance.

LEGENDARY STRATEGY

The beginning of this firefight is most chaotic on Legendary. Neutralize the first few Grunts with all speed, then immediately seek cover behind the large rock with the Carbine and Needler resting nearby 15. Pick off the Jackal Ranger on the high ledge 14, followed by the Grunt Heavy armed with a Fuel Rod Cannon. Beware of inbound fire from the distant Phantom as well; it's devastating on Legendary.

For your next trick, jump up the rocks on the left 16 to reach higher ground. This places you in fantastic position to pick off the Jackals and Grunts guarding the Forerunner facility on the hilltop. You can even pick off a very distant Jackal Ranger perched above the right Shade Turret from here. Drop from the ledge if you become the focus of heavy return fire; otherwise, remain there and cut down unprotected threats with the Carbine.

Drop from the ledge and notice a weak section of wall behind you. Perform a Spartan Charge and smash through this rock to access a short side trail 17. A Grunt has met its end here, perhaps while testing out the deadly Plasma Caster that rests on the ground nearby. The Grunt's loss is now your gain; grab the Plasma Caster and then advance on the Forerunner facility.



Advance up the hill with your newfound Plasma Caster. Climb the rocks on the right to reach another advantageous position 18, then start picking off Covies with the Carbine, starting with the Jackal Ranger on the opposite ledge.

Obliterate the left Shade Turret with the Plasma Caster, holding the Fire button to charge up lethal adhesive shots. Advance along the ledge after it's destroyed and get an angle on the other Shade Turret on the right—but beware of inbound fire from an Elite that also wields a Plasma Caster. Try to stick this Elite with a charged shot of your own, and decimate the rest of the Covies with your Plasma Caster and Carbine from this superior vantage.

PLASMA CASTER

New to the *Halo* franchise, the Plasma Caster is a powerful Covenant weapon that launches up to five Plasma Grenades in rapid succession. Unlike normal Plasma Grenades, the Plasma Caster's kind bounce around a bit more before exploding, and they don't adhere to enemies—unless you charge up a shot by holding down the Fire button. This preps a larger plasma blast that sticks to the first object or enemy struck, erupting seconds later into a shower of Plasma Grenades that decimates anything unfortunate enough to be caught nearby.

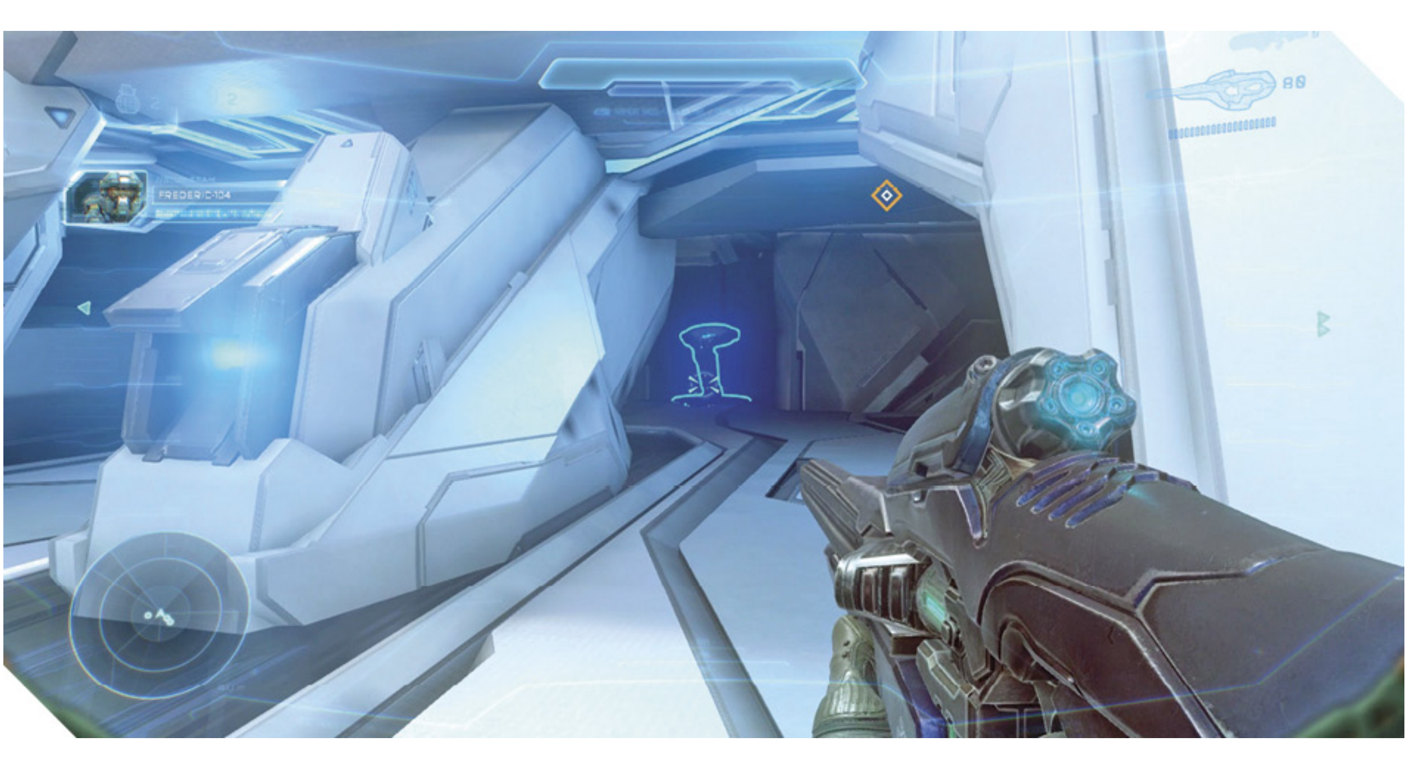
ALTERNATE APPROACH

Instead of climbing the rocks on the right to reach higher ground, consider smashing through the nearby weak rock on the right 19. This leads to a side passage, where you'll find a mighty Fuel Rod Cannon and a Storm Rifle stocked with ammo. These will help you wipe out the Covenant forces here, particularly if you double back and then climb to the high ground at 18.

LEGENDARY STRATEGY

Eliminate as many Jackals and Grunts as possible from afar before advancing on the Forerunner facility during Legendary play; this gives you a big advantage. The Shade Turrets will cut you down in seconds flat, so be very careful not to draw too much of their fire. Neutralize the Shades from range with heavy weapons, such as a Fuel Rod Cannon or Plasma Caster, and beware of Elites lobbing grenades up to your ledge as you advance.

When the smoke clears, drop from the ledge and check the nook beneath the Shade Turrets to discover a Forerunner console. Inspect the console to unlock new intel, then search the nearby ground for a Plasma Caster dropped by one of the Elites. Restock your ammo or give the weapon to a teammate before advancing into the Forerunner facility.

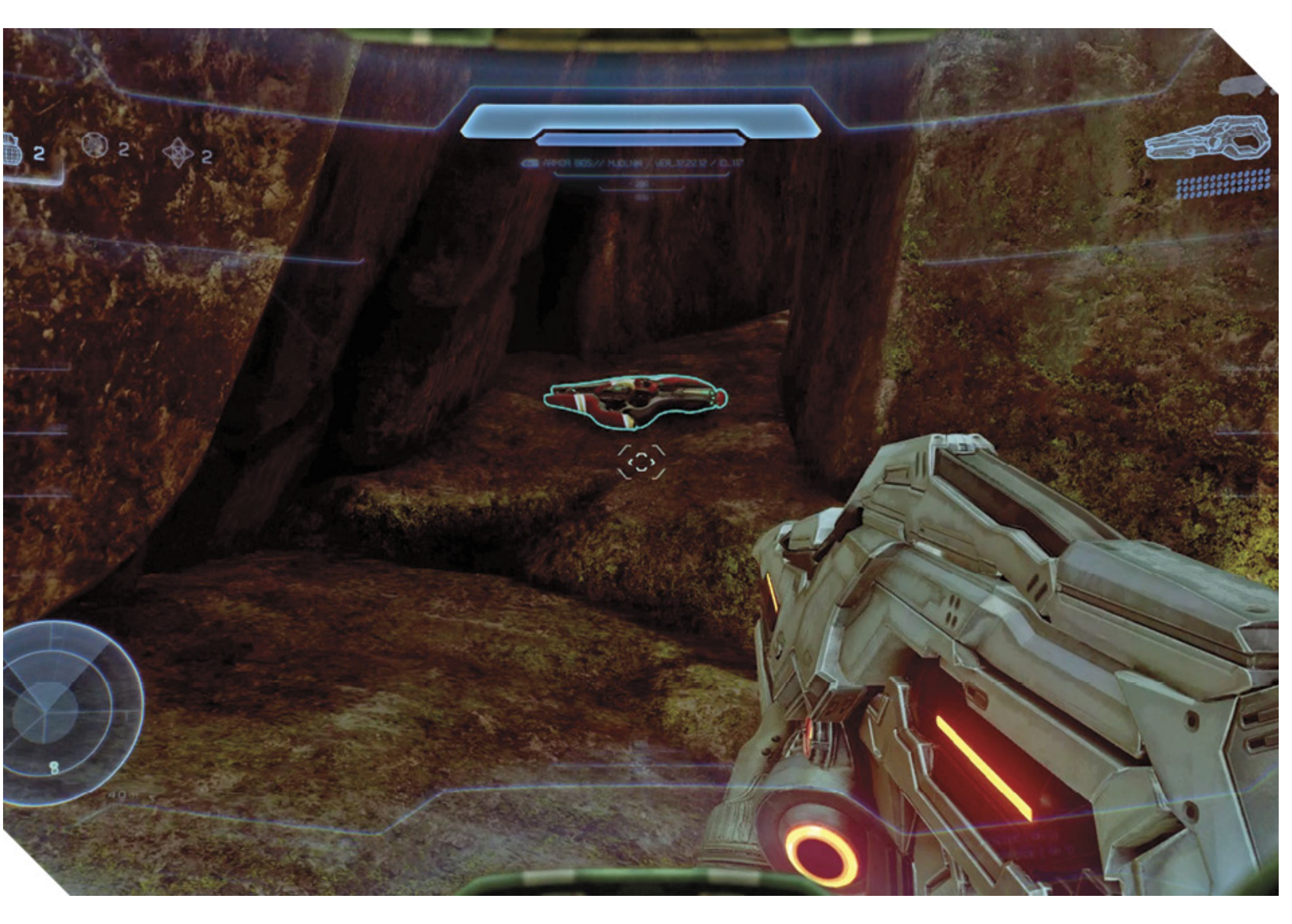


MISSION 7 INTEL ACQUIRED (4/7)

Grab some Splinter Grenades from the Forerunner weapon rack you discover inside the structure, and trade your Carbine for a Suppressor. Move up the nearby ramp afterward and activate another mysterious Forerunner console that reacts to your approach 20. Like the console you activated when you first arrived on this mysterious world, this one seems to have an effect on the large Forerunner structure that dominates the horizon. It also starts an elevator that delivers you to a short passage leading back outside.

Turn left as you return outdoors and leap up the rocks on your left 21. Move past a giant plant and carefully climb up the tiny outcroppings until you reach a high ledge with a custom Fuel Rod Cannon called Pool of Radiance.

There it is! Keep your Suppressor but trade your other weapon for this mighty firearm.

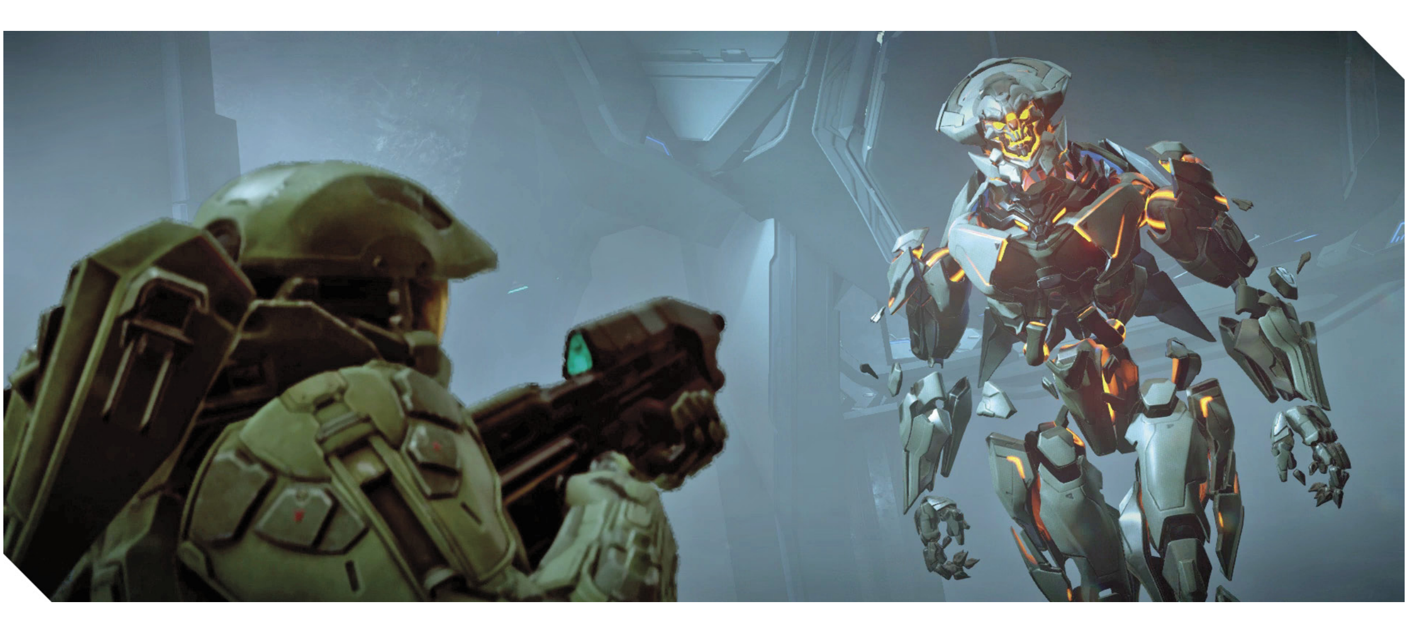


POOL OF RADIANCE

Both the Swords of Sanghelios and Covenant forces use once-forbidden armaments in their bloody civil war. This advanced Fuel Rod Cannon fires unstable projectiles that leave a dangerous residue in their impact area.

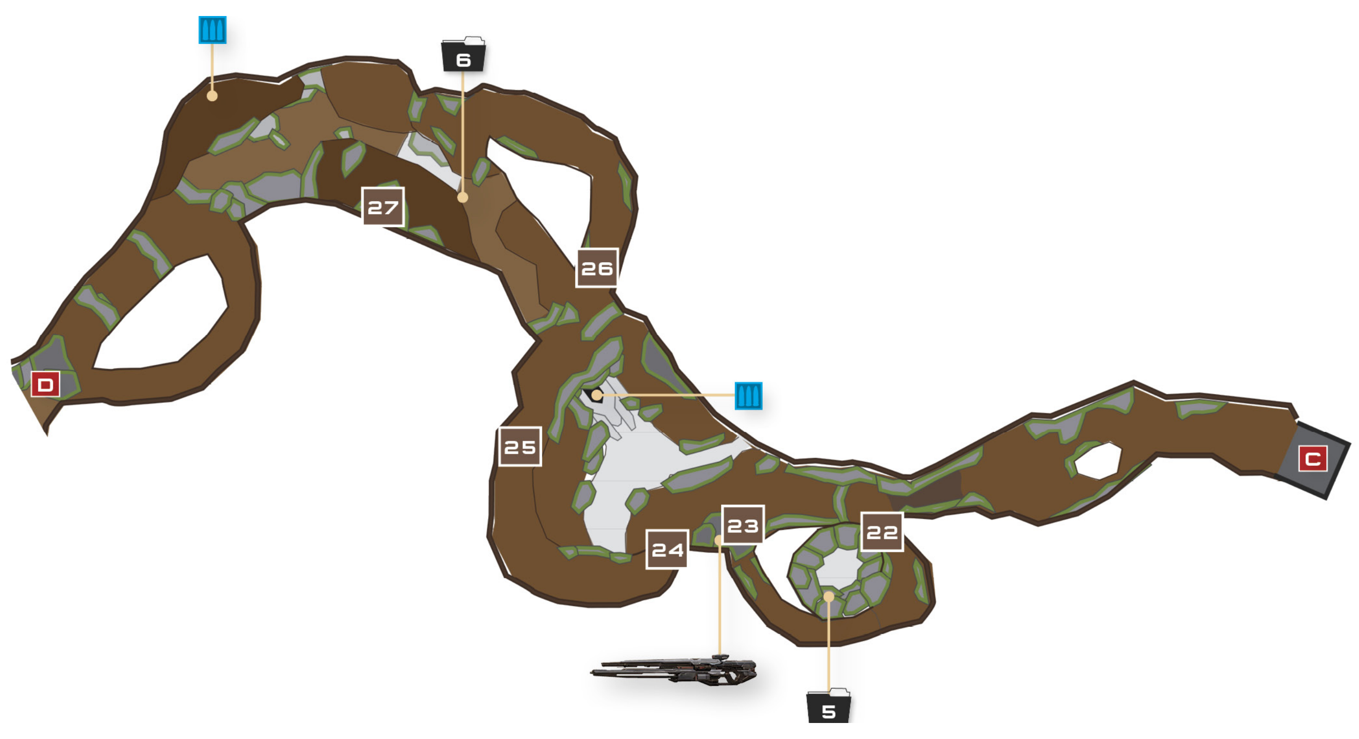
Advance until another enormous Guardian suddenly appears via slipspace. Perhaps this is how the Covenant got here: by being pulled into slipspace along with the Guardians, just like Blue Team. Keep going until you reach a Light Bridge that automatically activates as you approach. You're definitely being led somewhere—but could Cortana really be guiding you? There's only one way to find out.

The gory remnants of slaughtered Covenant troops greet Blue Team beyond the Light Bridge. Searching ahead, they encounter a towering Promethean who introduces itself as the Warden Eternal. The Warden claims to stand in defense of Cortana, but bids the Blue Team advance to discuss matters further. Having come too far to turn back, the Chief leads his fearless Spartans onward.

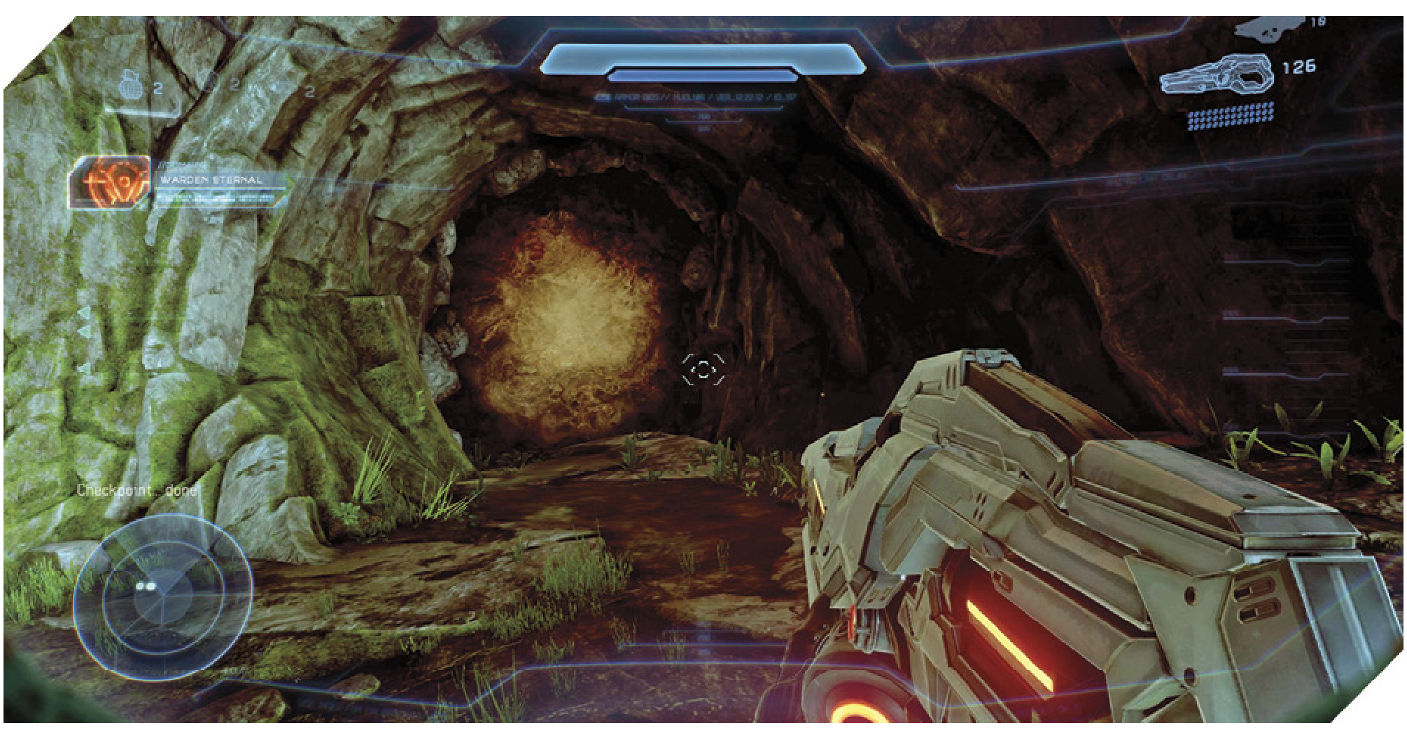


Mission 7: Reunion

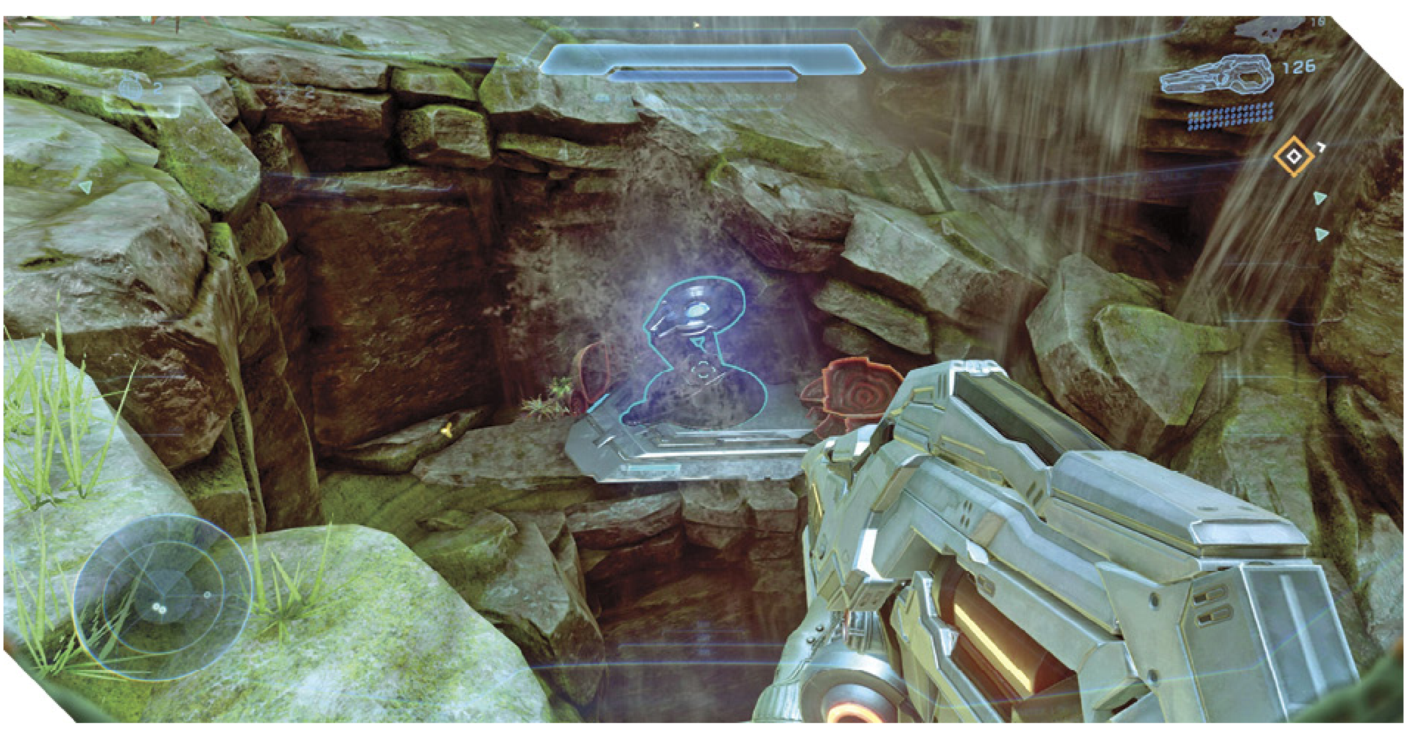
The Mantle of Responsibility



The Warden Eternal contacts Blue Team as they navigate the subterranean passage that follows. It seems protective of Cortana and more than a little spiteful toward humans. As you advance and listen to the Warden, look for a short drop in the path. Don't drop down this little lip, but make a sharp left to discover a nearby weak wall 22. Charge through to access a side passage.

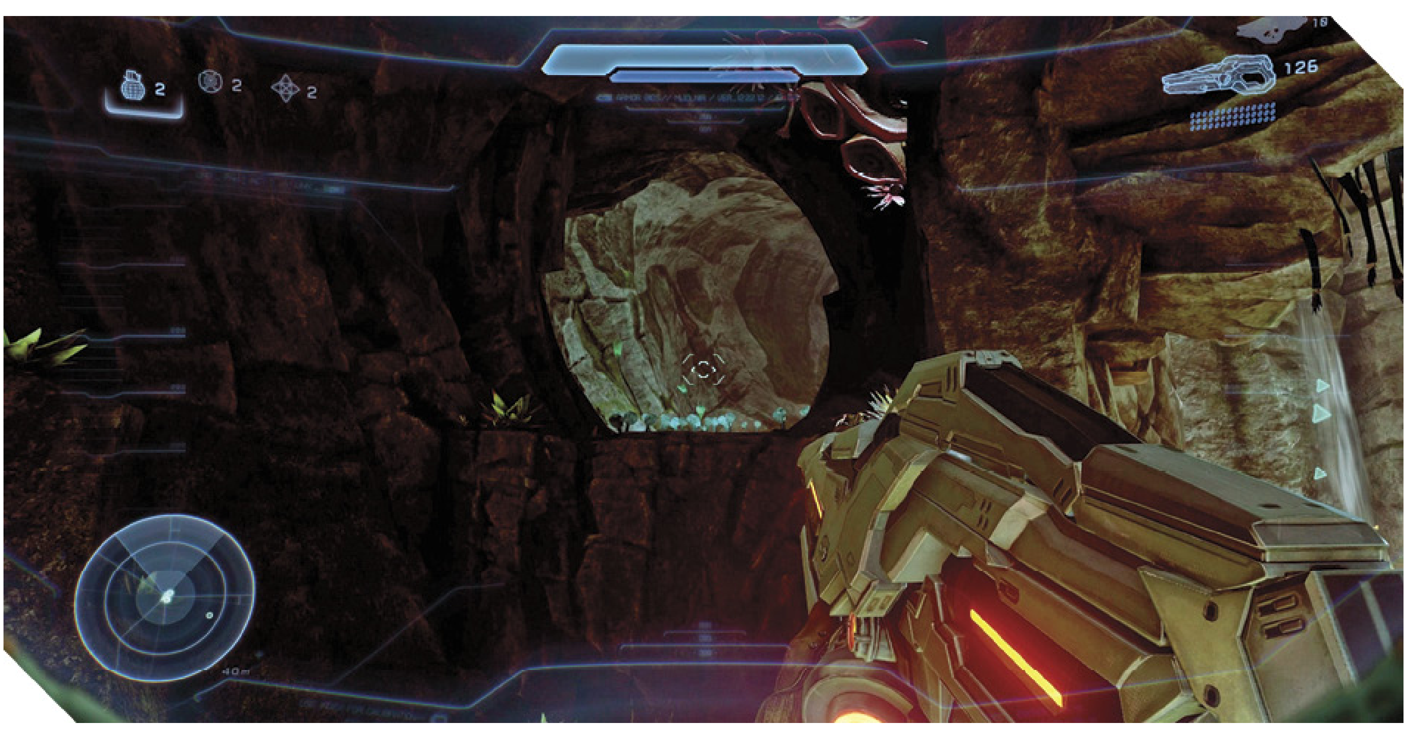


The side passage leads to a small waterfall. Carefully circle around the central pit to reach a Forerunner console. Scan the console for intel.



MISSION 7 INTEL ACQUIRED (5/7)

Backtrack from the waterfall and notice a higher passage just to the left (as you face the waterfall). Climb into this passage and then follow it to reach an advantageous position for a coming battle 23.



As you advance toward 23, a few Watchers and multiple Soldiers suddenly spawn in the cavern ahead, including a dangerous Soldier Sniper armed with a Binary Rifle. Bring down the Watchers with your Suppressor, marking them as priority targets for Blue Team. Cripple the rest of the Soldiers with your Suppressor as well, marking the wounded for Blue Team to mop up.

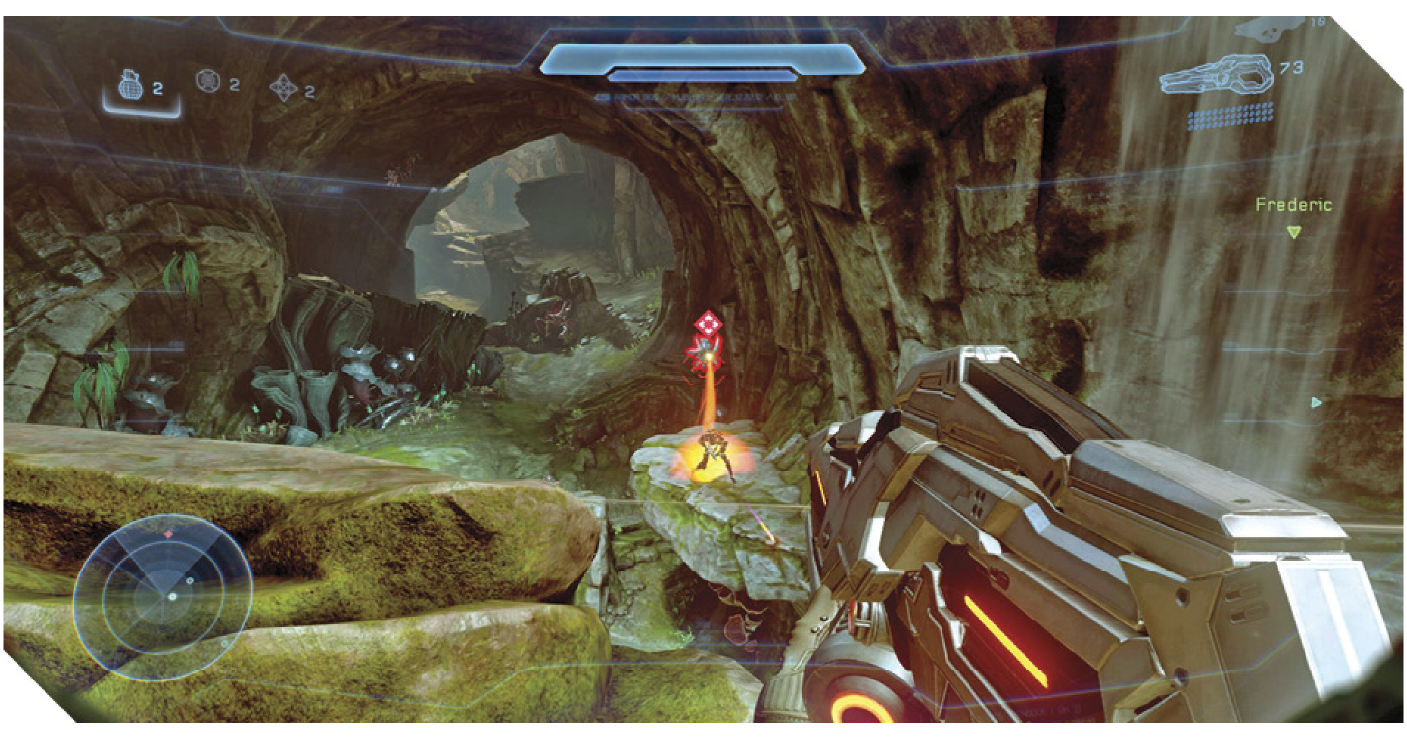
CAST NOT PLASMA BEFORE WATCHERS

Don't use the Plasma Caster while Watchers are around. They'll toss its grenades back at you!

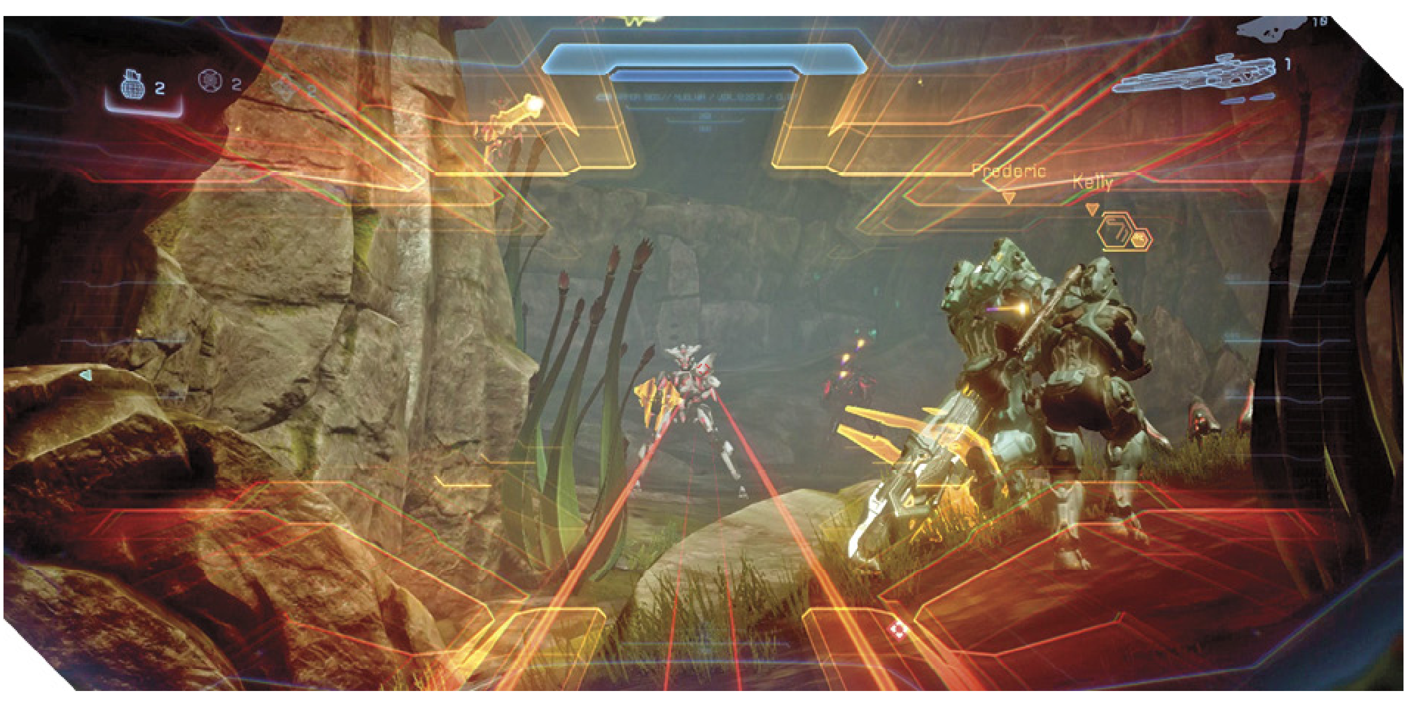
ALTERNATE APPROACH

If you prefer to flank the Soldiers instead of firing from the sniper perch, advance until the constructs spawn, then turn left and charge through a different wall 24 to access a separate side passage that leads to a forward position on the left 25. Unload on the Soldiers from here, falling back into the passage to recover shields as needed.

When you're ready to advance, trade your Suppressor for the Binary Rifle stationed on this perch. Leap around to the Soldier Sniper's perch and collect the Binary Rifle it dropped to gain more ammo. Remain on the perch and use the Binary Rifle to pick off the Soldiers that spawn ahead, prioritizing the numerous Soldier Captains armed with deadly Splinter Turrets.



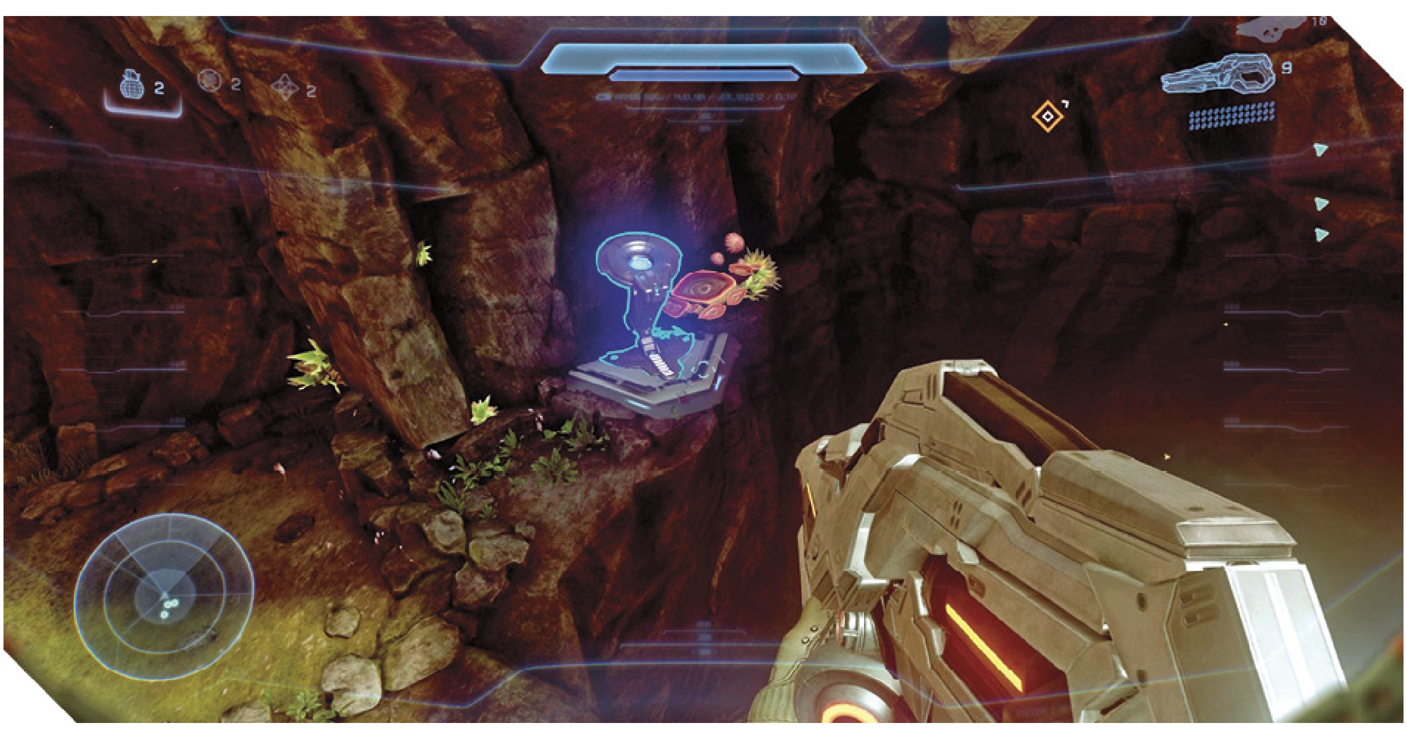
Advance and charge through a weak wall on the right 26 to reach another side passage that lets you advance more safely. Alternatively, leap up to the high ledges on the left 27 to gain superior firing angles on the constructs and opportunities for Ground Pounds. Wherever you go, stay mobile to avoid being blasted by the Soldier Captains' deadly volleys.



LEGENDARY STRATEGY

The Soldier Captains' Splinter Turrets can spell instant death on Legendary. Keep track of the Captains and fall back to avoid their devastating bombardments.

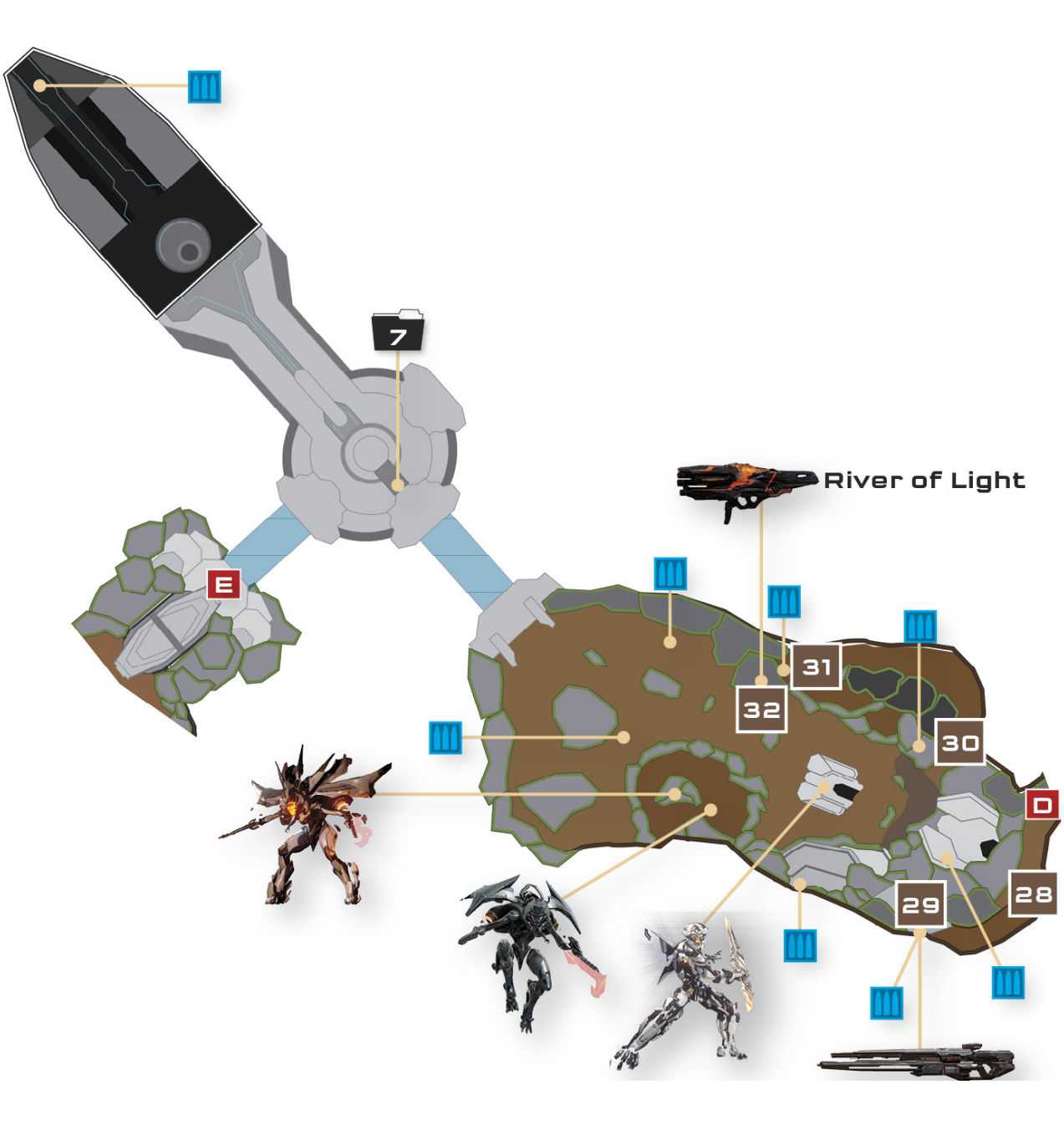
Ammo up after crushing the constructs, then search near the central pit to find another Forerunner console. Scan it for intel, then make your way out of the cavern.



MISSION 7 INTEL ACQUIRED (6/7)

Mission 7: Reunion

Major Firefight: Warden Eternal

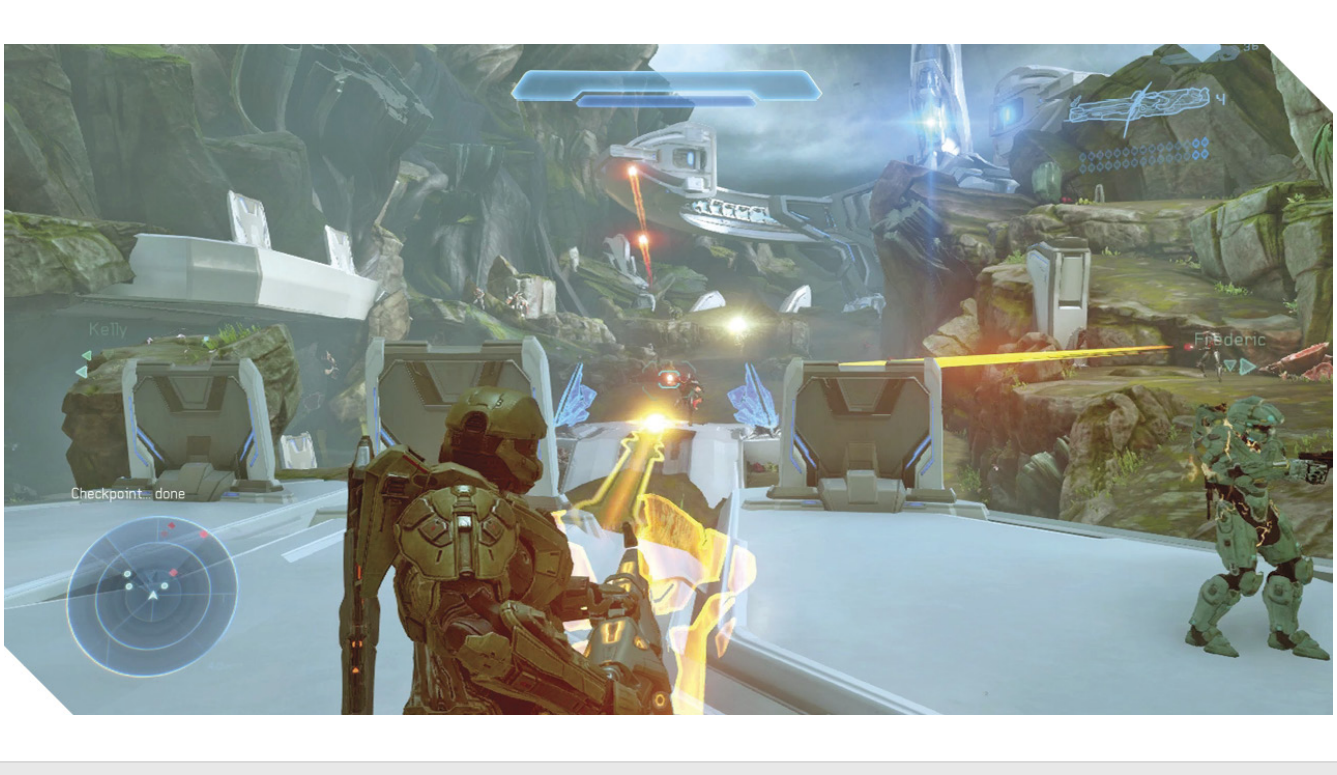


Fresh air lies beyond the Soldier Captains, but so does a major firefight against multiple Soldiers, two Knights, and the fearsome Warden Eternal. This is a challenging battle, so take full advantage of the ample weaponry and cover afforded.

RECOMMENDED LOADOUT

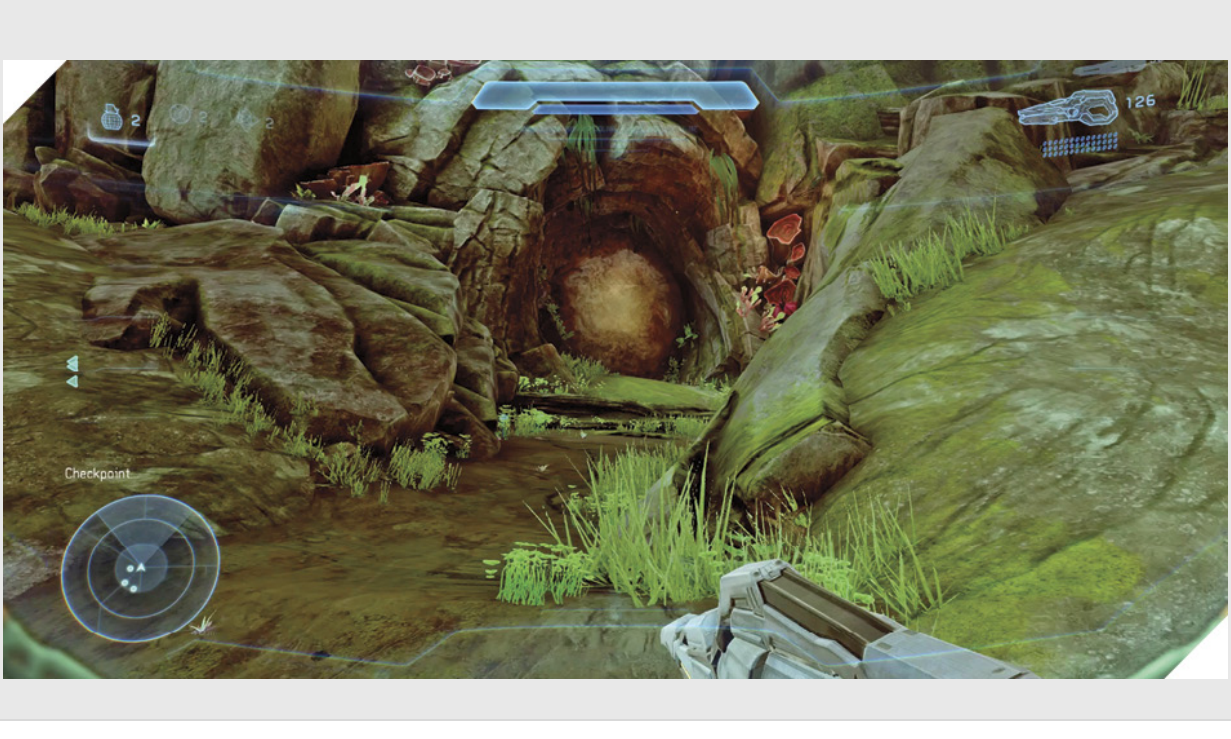
Ranged weaponry will serve you well in this battle, so you can't go wrong with a well-stocked LightRifle. Depending on where the Soldier Captains fell, you may also be able to carry one of their Splinter Turrets into this battle by taking the left tunnel out of the cavern, which features a gradual grade. If you found Pool of Radiance earlier (the souped-up Fuel Rod Cannon), now's the time to unleash it against your foes.

The cavern's final passage leads out to fresh air. Drop from the cliff to prompt a host of Crawlers and Soldiers to spawn ahead, along with two Knights and the towering Warden Eternal. Unload your Splinter Turret if you've brought one, then immediately turn left and charge through a nearby weak wall 28 to reach a side passage that leads up to an excellent sniper's perch 29.

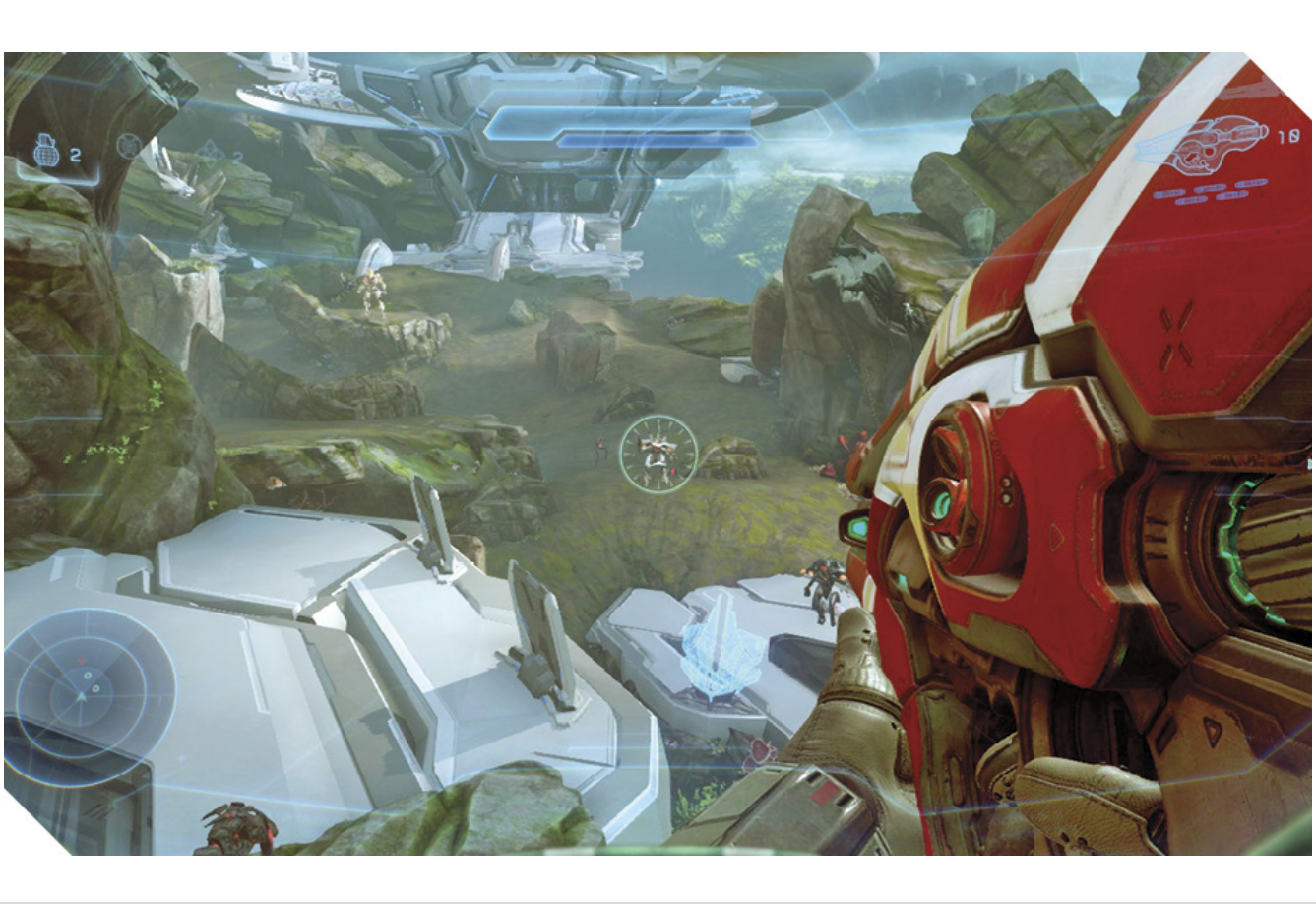


ALTERNATE APPROACH

Aggressive Spartans can advance into the central trench and then smash through the weak wall on the right 30 to reach a forward side passage that sets them up to flank the enemy at 31. This approach comes with greater risk, so consider attempting it only after you've exploited the aforementioned sniper perch 29.



The sniper's perch 29 is stocked with a mighty Binary Rifle, a LightRifle, and a Suppressor. If you're still carrying Pool of Radiance, empty it now on the surrounding hostiles. Swap it for the Binary Rifle afterward and score headshots on the Warden. Use a LightRifle to finish off the Warden after draining the Binary Rifle, along with any lingering hostiles. Fall back into the side passage as needed to avoid inbound barrages from the Knights and Warden.

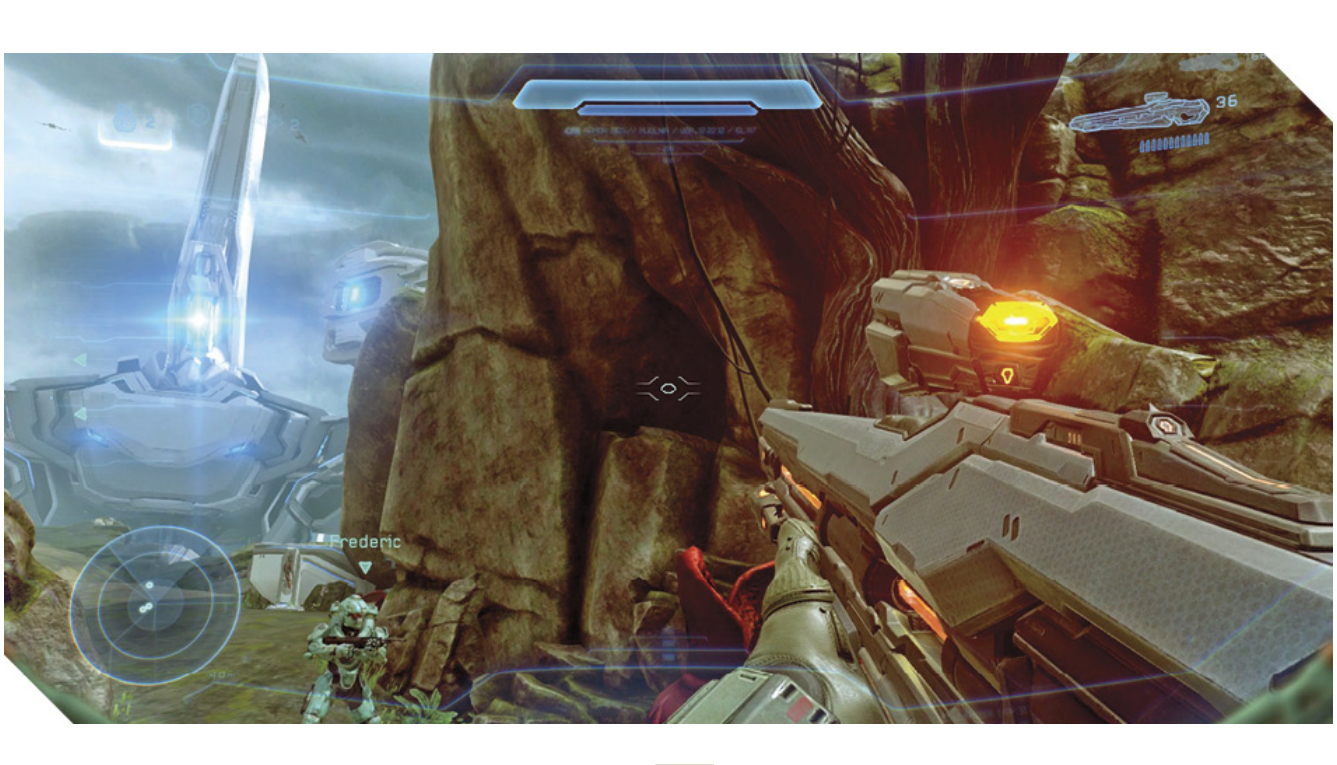


LEGENDARY STRATEGY

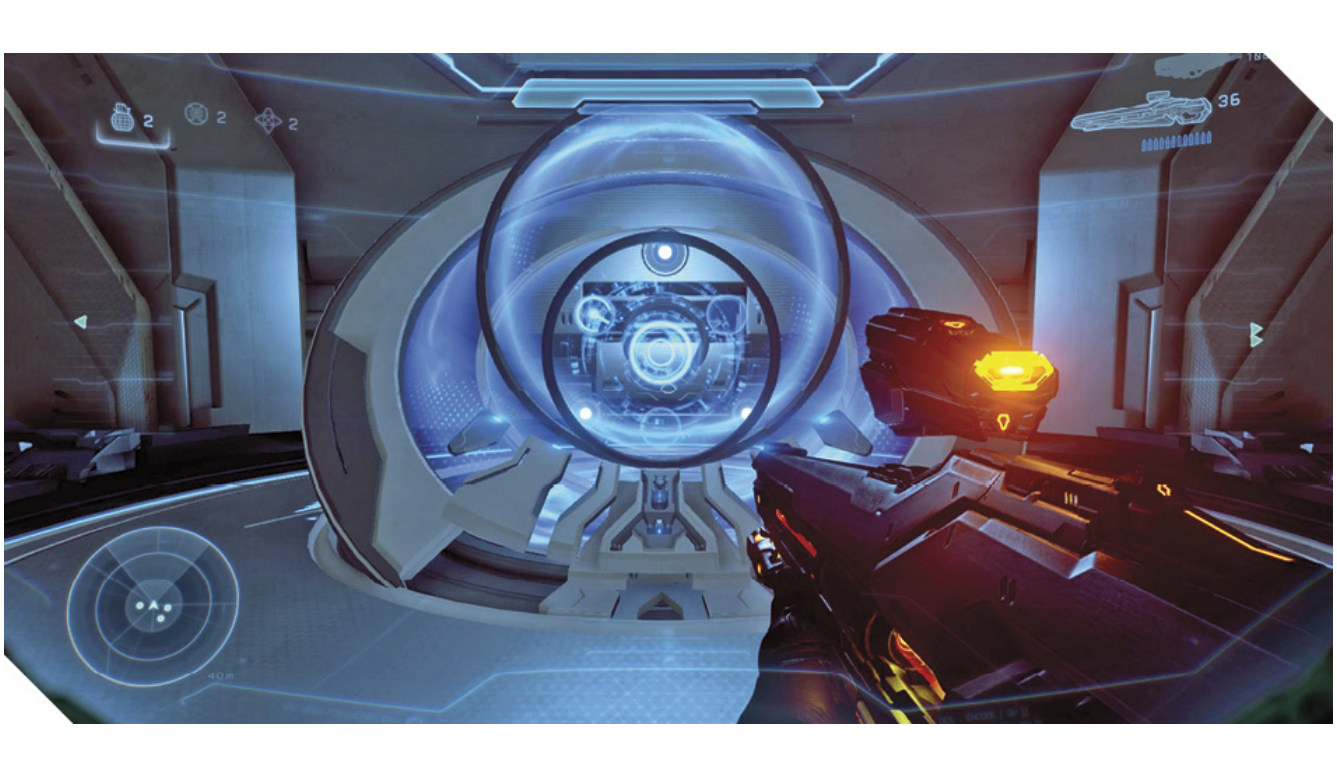
The sniper's perch 29 remains advantageous during Legendary play, but you'll run out of ammo before long. Empty the Binary Rifle on the Warden (aim for the head), then finish him off with a LightRifle. Drop from the ledge's right side afterward to land near some Forerunner weapon racks stocked with Suppressors and LightRifles. Ammo up and then loop back around to the sniper perch to resume firing on the Soldiers and Knights.

With the Warden defeated and the area secured, Blue Team is suddenly contacted by a familiar voice. It's Cortana! The AI is indeed alive and well, and she explains that you're currently exploring a Forerunner planet called Genesis. Cortana warns you that the Warden will soon return, and she urges you to hurry into the facility ahead. Restock your LightRifle and Suppressor (or Scattershot) ammo and then hurry up the hill.

While heading uphill, look to your right to spy a tiny recess in the rocks on the right 32. Jump and climb into this tiny nook to discover a special Incineration Cannon called River of Light. Grab this mighty firearm before moving on.



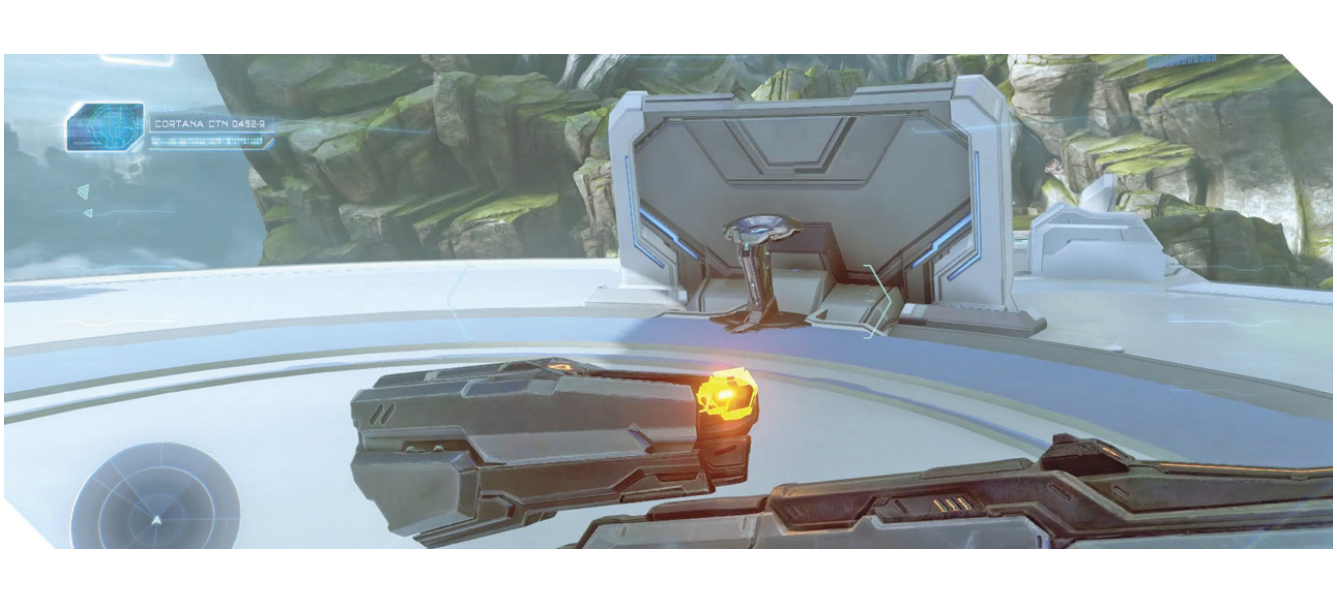
Scale the facility's ramps to reach another Forerunner console 33. Activate it to ride down a lift and cause yet another change in the Forerunner structure on the horizon, to Cortana's delight.



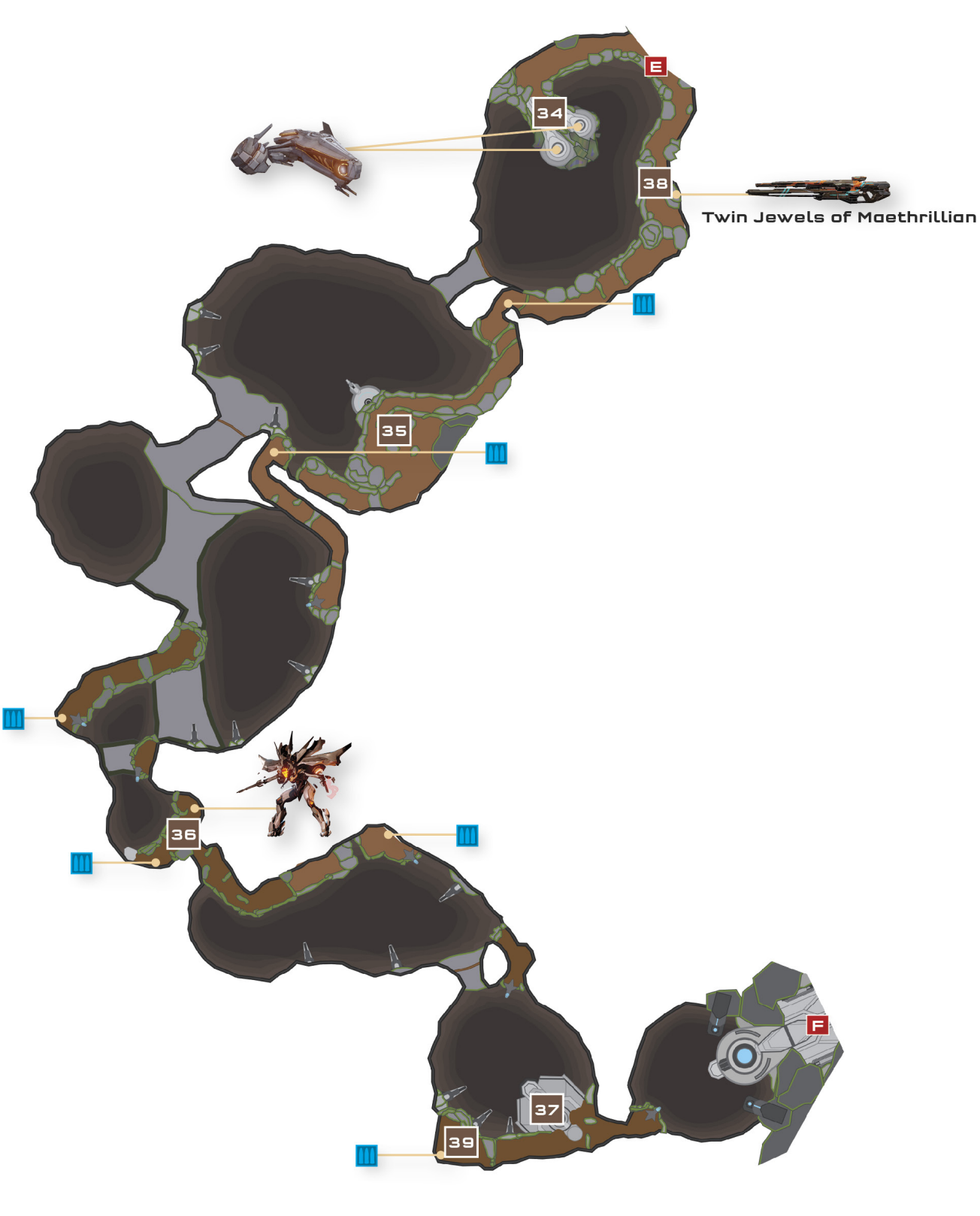
RIVER OF LIGHT

The war against the Flood led to many technical advances. All proved fruitless. This improved Incineration Cannon will unleash a long burst of energy blasts if allowed to charge up by holding the firing trigger.

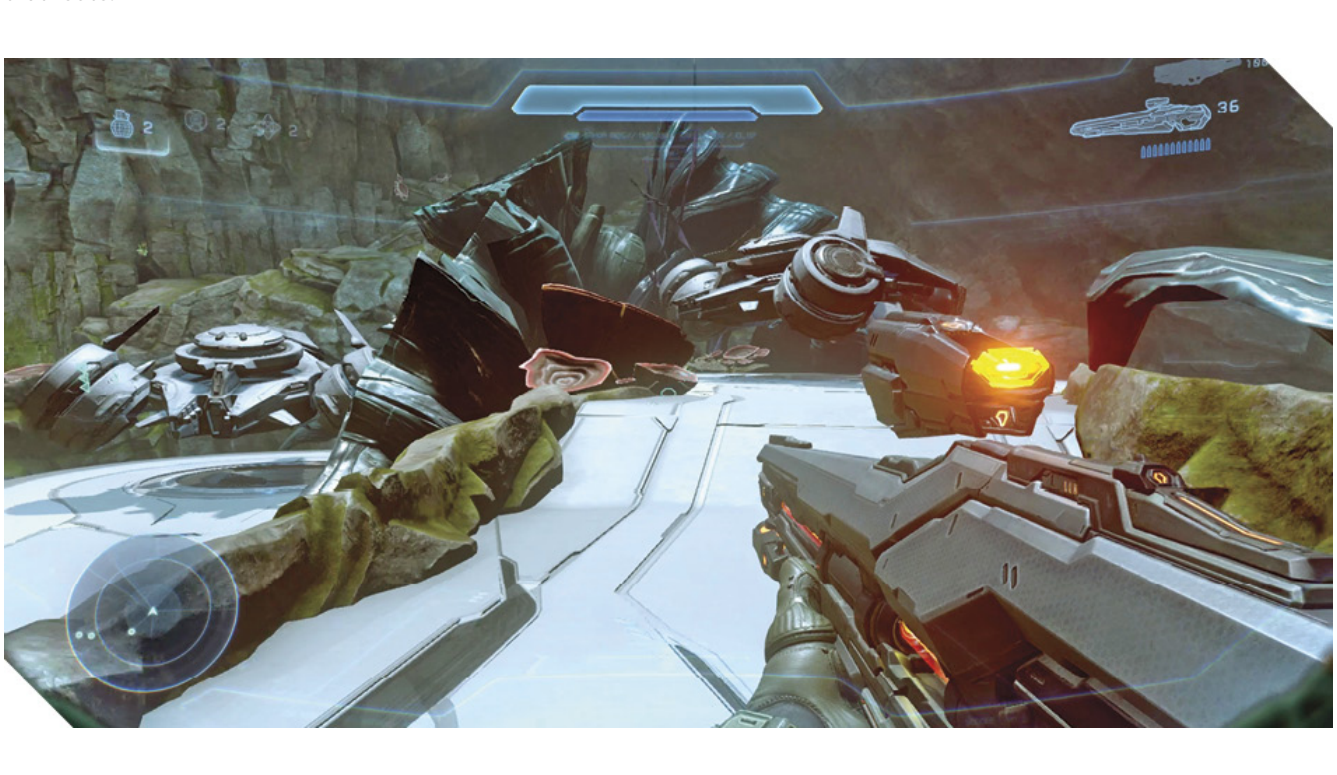
A lift lowers you after you activate the console. Descend the ramp ahead to locate a smaller console. Scan it to acquire the mission's final bit of intel, then turn right and cross the Light Bridge that has activated.



MISSION 7 INTEL ACQUIRED (7/7)



The Light Bridge leads to a spacious subterranean canyon. Go to the right to find a pair of Phaetons 34; pilot one of them to hasten your explorations. Or, if you prefer to keep your feet on the ground, go left to pick up a side trail that will lead you through the canyon on foot. Phaetons can't accommodate passengers, so at least two members of Blue Team will need to traverse the footpath. Read on for the Phaeton approach, and skip ahead to the "Footpath Approach" section if you're going that route.

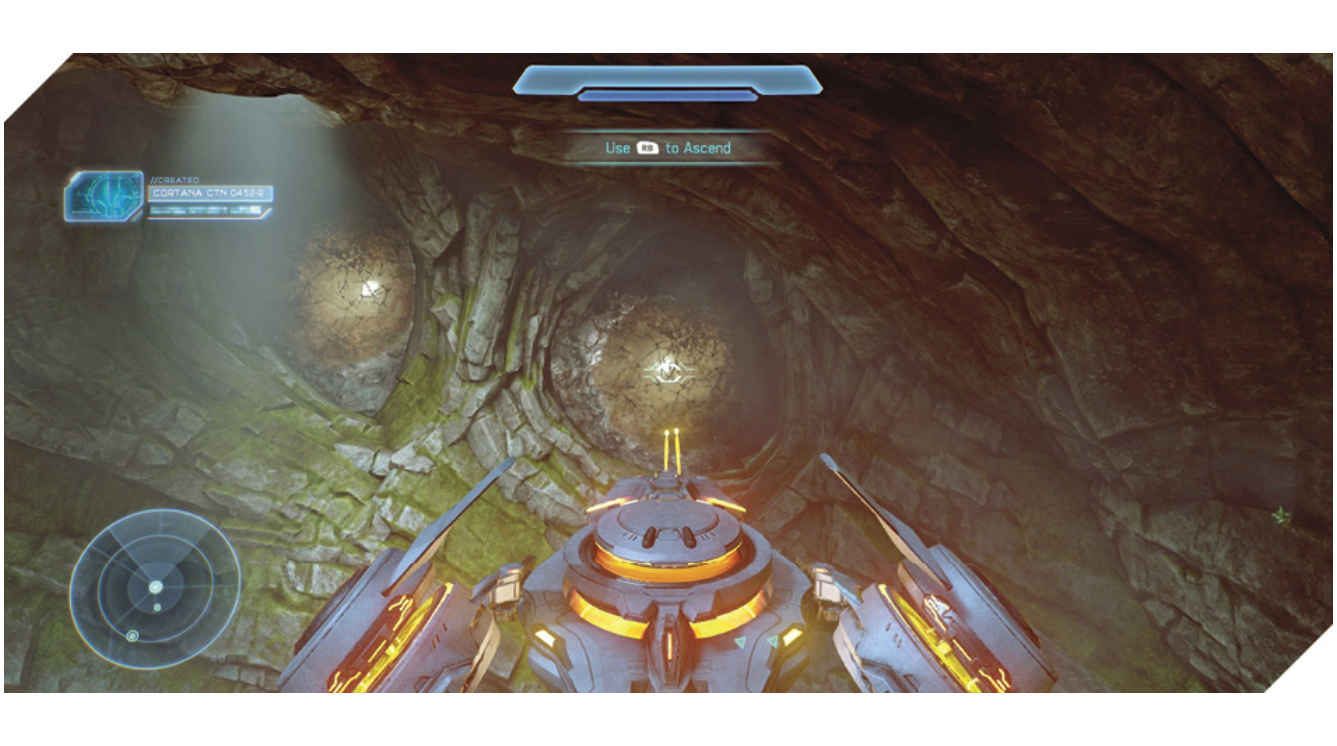


ACHIEVEMENT: TAKE A HIKE

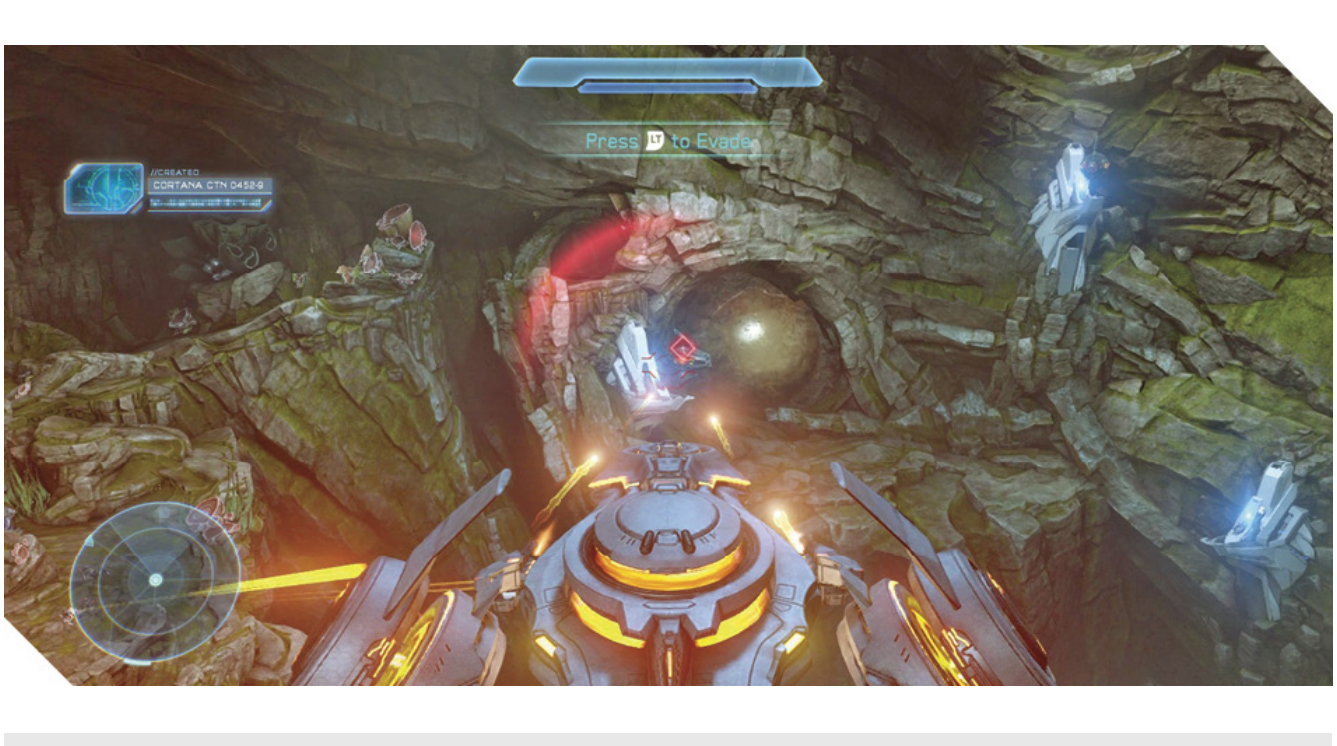
If you're playing on Heroic or Legendary difficulty, and if you really like earning Achievements, then don't pilot a Phaeton. Instead, take the footpath through the canyon; you'll earn an Achievement when you reach the mission's end. See the "Footpath Approach" section for a helpful walkthrough.

PHAETON APPROACH

Hop into a Phaeton and follow the onscreen instructions to familiarize yourself with the ship's controls. When you're ready, fire on one of the weak sections of the far wall to blast into the next cavern. The members of Blue Team who are still on the ground will take a roundabout route to join you there on foot.



As you fly into the second cavern, two Beam Turrets spawn on the far wall. Multiple Soldiers defend a plateau in this cavern as well 35. Press the Switch Weapon button to toggle to your Phaeton's explosive ordnance, then target and obliterate the Beam Turrets. Switch back to the Phaeton's standard guns afterward and assist Blue Team in cutting down the Soldiers on the plateau 35. After securing the area, blast through another weak wall to advance to the third cavern.



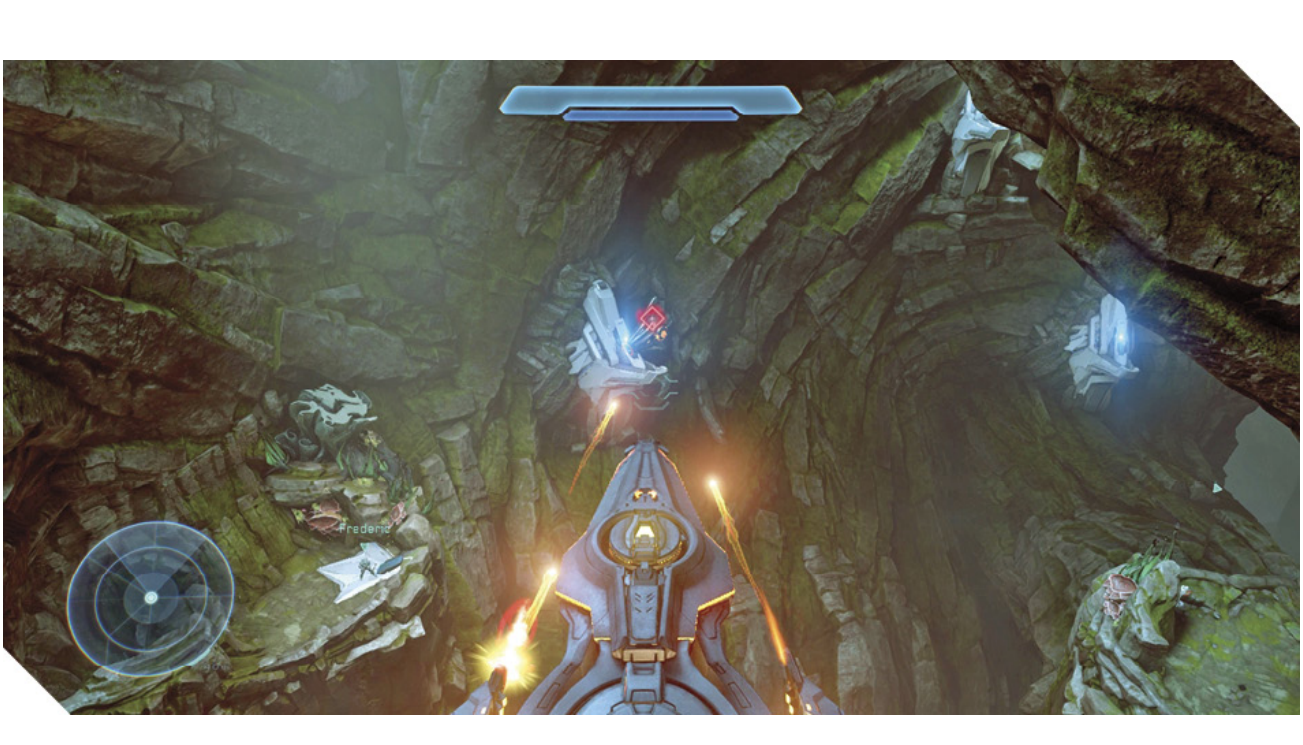
EVASIVE MANEUVERS

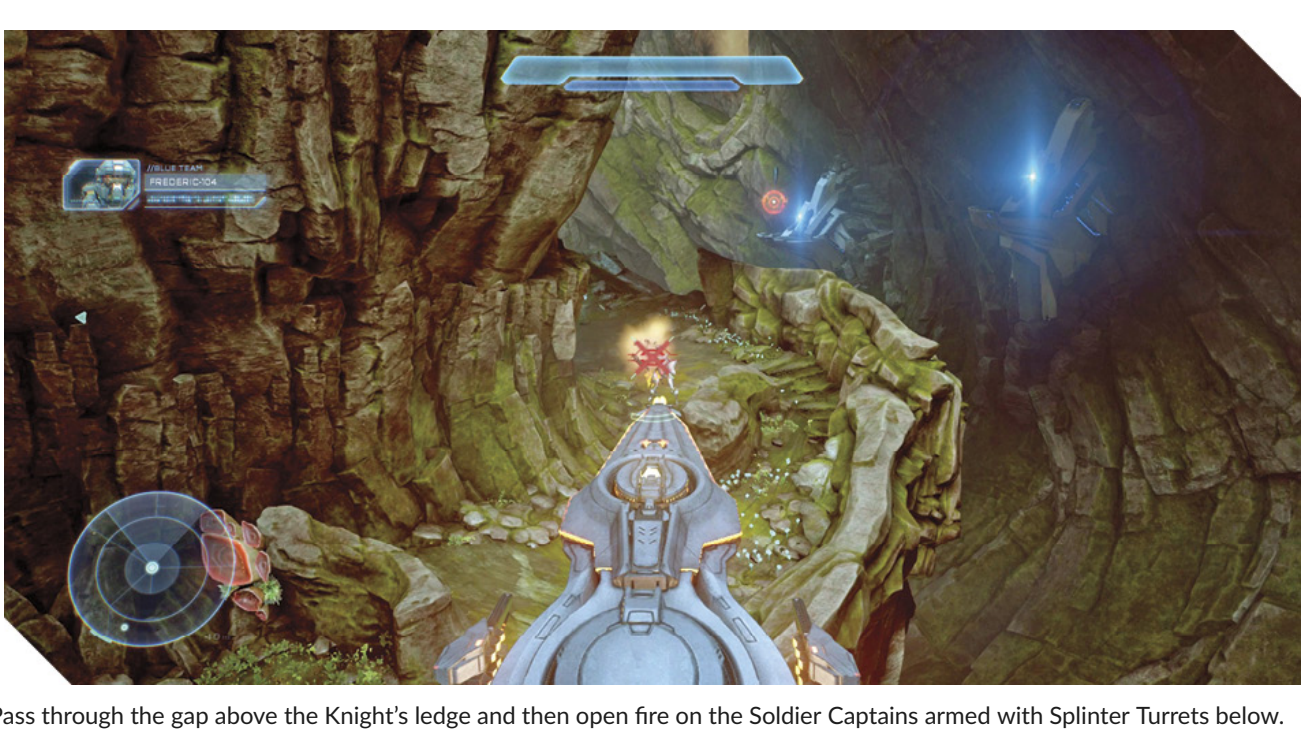
Phaetons don't feature regenerative shields, so it's important to avoid the Beam Turrets' lasers. Hit the Smart-Link button to perform swift linear movements that help you evade inbound fire.

LEGENDARY STRATEGY

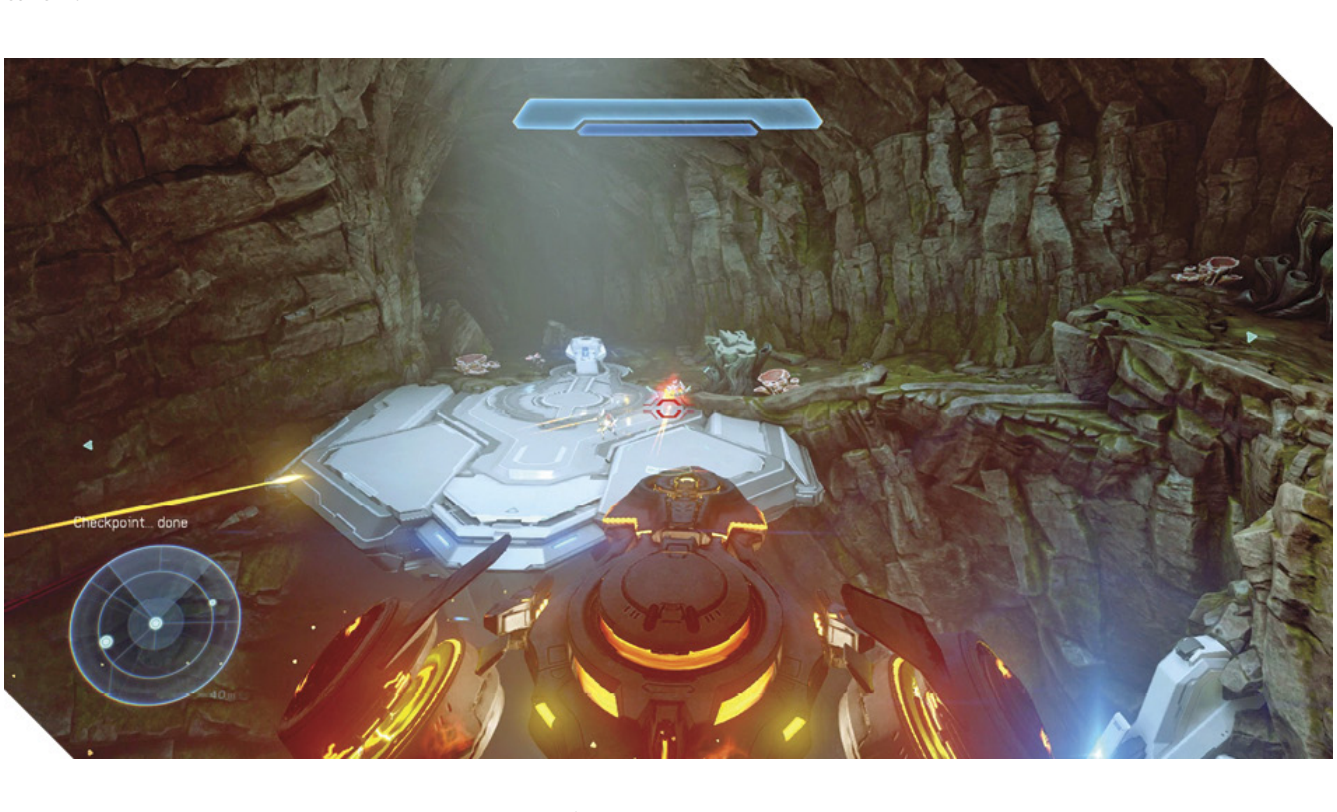
Treat your Phaeton with respect when playing on Legendary, or it won't last long. Advance with caution, using its tracking missiles to sight and eliminate Beam Turrets from a safe range. Don't advance into a cavern until you've neutralized all of its Beam Turrets, and be sure to avoid bombardments from Knights and Soldier Captains as well, again using missiles to neutralize these threats with all speed.

Continue to fire on Beam Turrets and Prometheans as you maneuver your Phaeton through the third cavern's twists and turns. Remain elevated to avoid becoming a target of the Soldiers and Crawlers, and to gain a superior firing angle on all targets. Your teammates on the ground will periodically leap from accelerator pads to keep pace with you; assist them by flying ahead and annihilating threats, especially the dangerous Knight that guards one of the cavern's ledges 36.





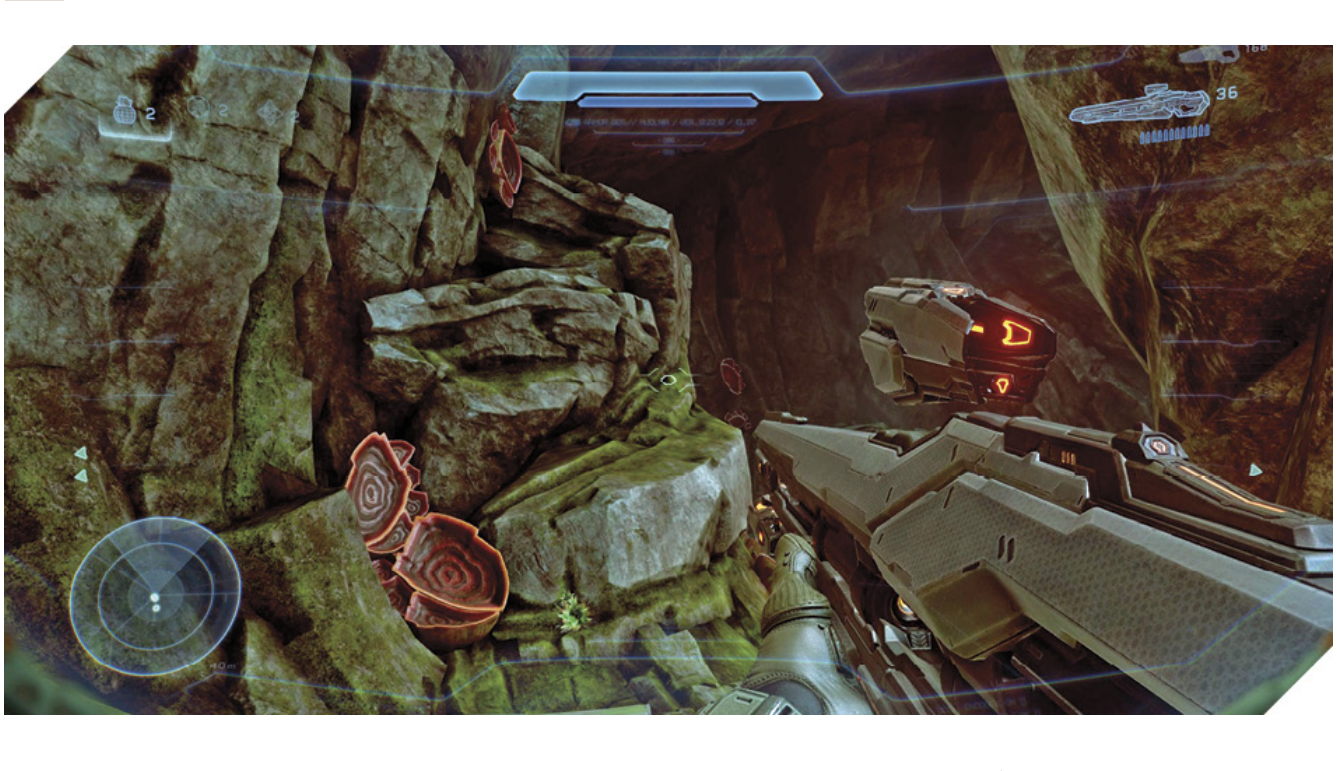
Pass through the gap above the Knight's ledge and then open fire on the Soldier Captains armed with Splinter Turrets below. Fly onward and destroy more Beam Turrets to secure the area, then blast through another weak wall to access the fourth cavern.



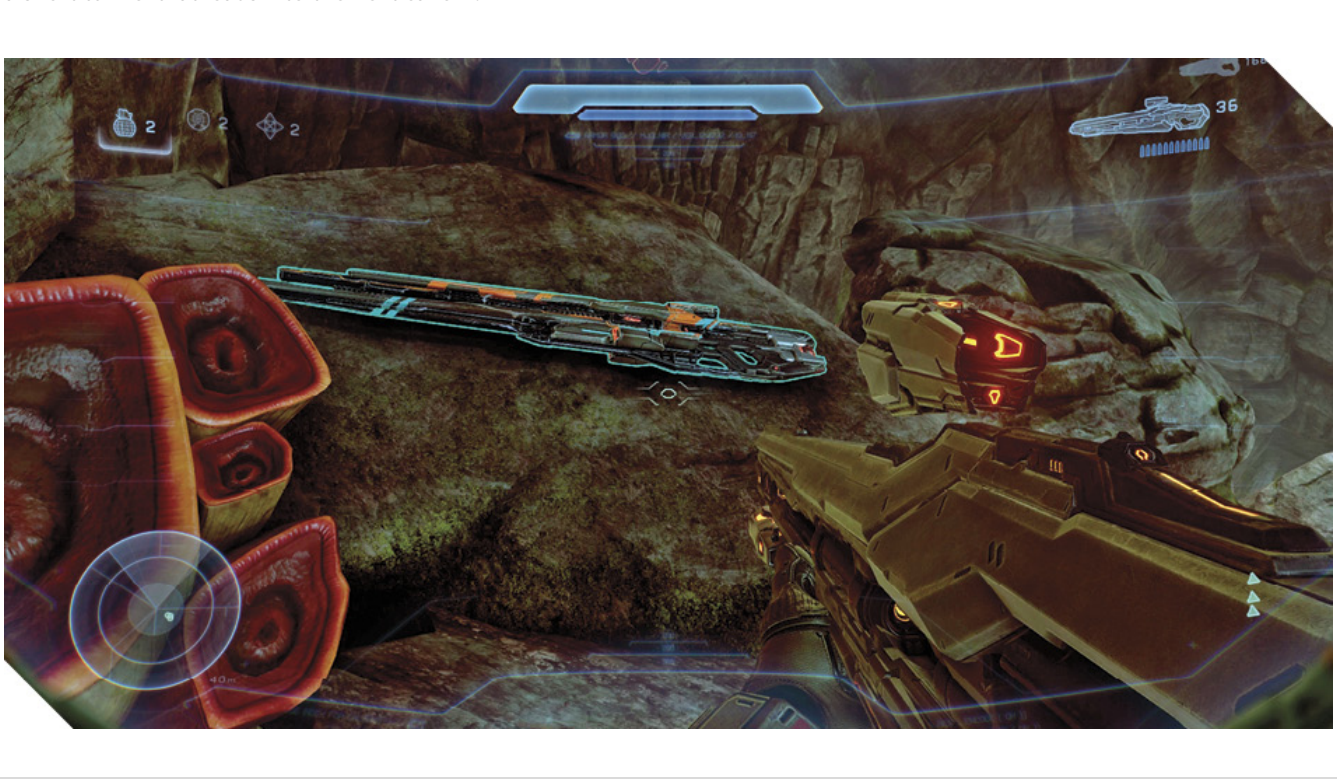
Rain death and destruction down on the fourth cavern's Beam Turrets and Soldier Captains as your grounded teammates launch from an accelerator pad to reach a higher vantage. Phaetons can't make it through the narrow tunnel that follows, so land on the large platform 37 after securing the area and press the Action button to climb out of your vehicle. You don't have far to go; follow Blue Team on foot the rest of the way.

FOOTPATH APPROACH

Those not piloting Phaetons must advance through the cavern via a long, winding footpath. Order your AI teammates into the Phaetons, then backtrack and take up the narrow trail that encircles the cavern. Look for the pictured rock formation as you go 38, and carefully climb to its top to discover another special weapon

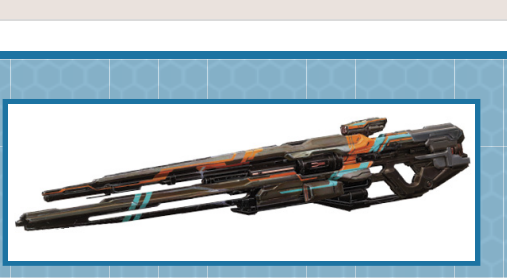


The special weapon you find atop the rock is a Binary Rifle called Twin Jewels of Maethrillian. It's ideal for destroying the many Beam Turrets that lie ahead, so be sure to bring it with you. Drop from the rock and proceed along the footpath until you reach a short tunnel that leads into the next cavern.



LEGENDARY STRATEGY

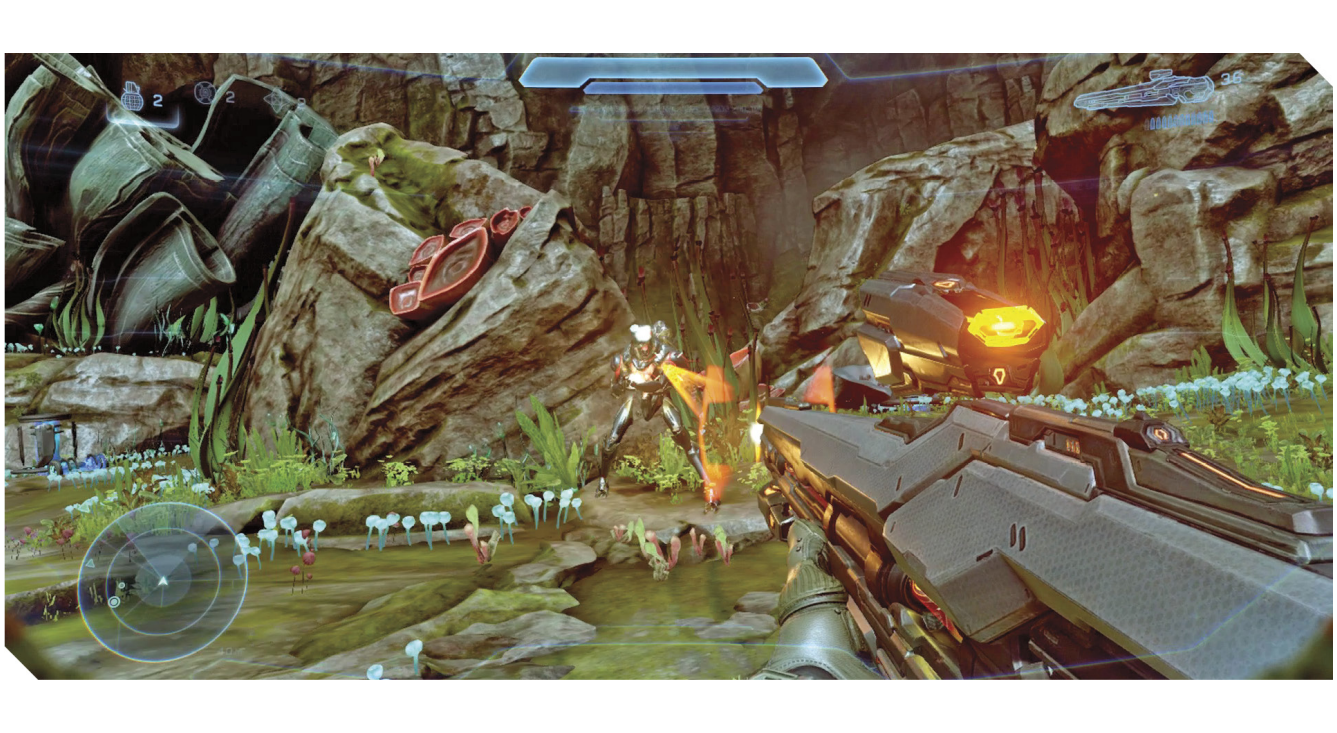
Let the Phaetons do the heavy lifting during Legendary play. Follow behind them but don't advance until they've neutralized all Beam Turrets in a cavern. Pick shots at foes with a LightRifle if you like, but avoid exposing yourself to danger.



TWIN JEWELS OF MAETHRILLIAN

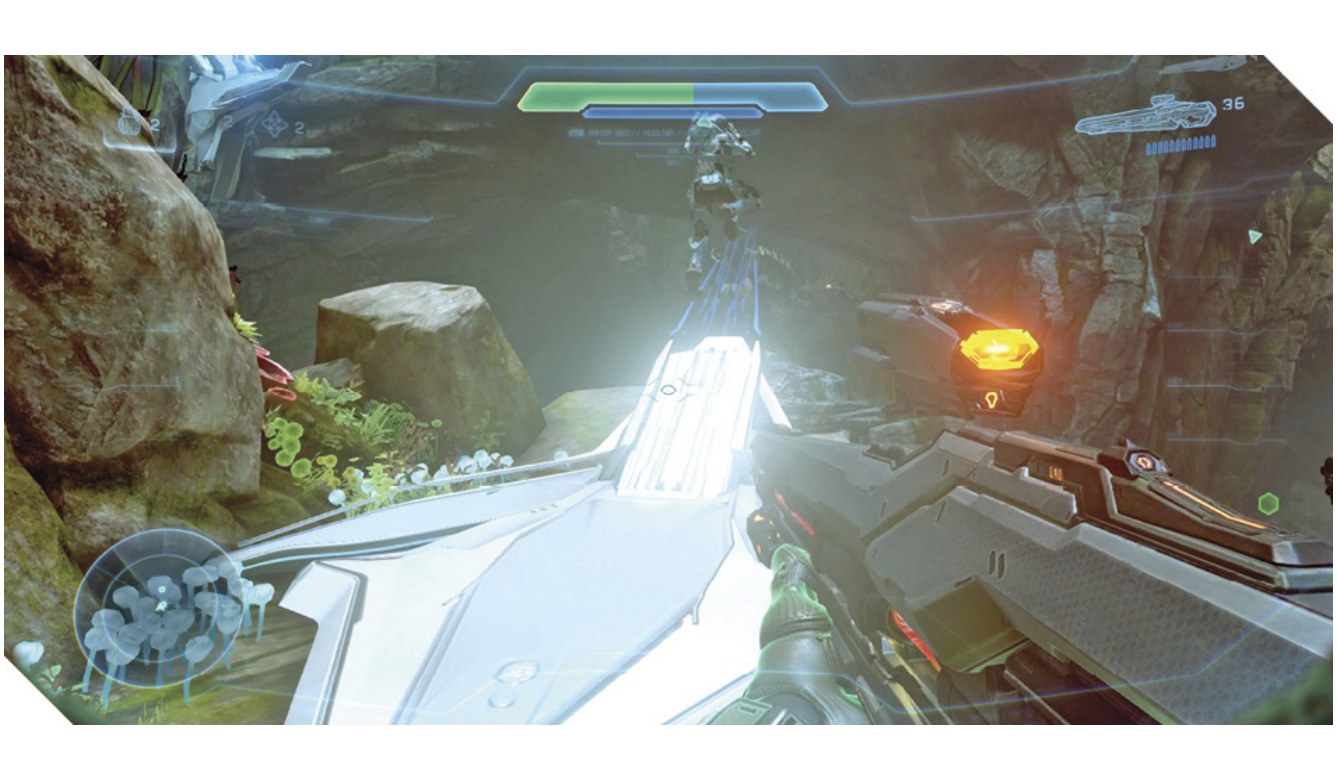
A twin missing its sibling. This advanced Binary Rifle is modified with dual beam emitters that enhance the rifle's anti-armor utility.

Wait for your friends in Phaetons to destroy the distant Beam Turrets before hiking up to the second cavern's plateau 35, which is guarded by Soldiers. Secure the plateau, firing on the volatile blue containers to create lethal explosions.

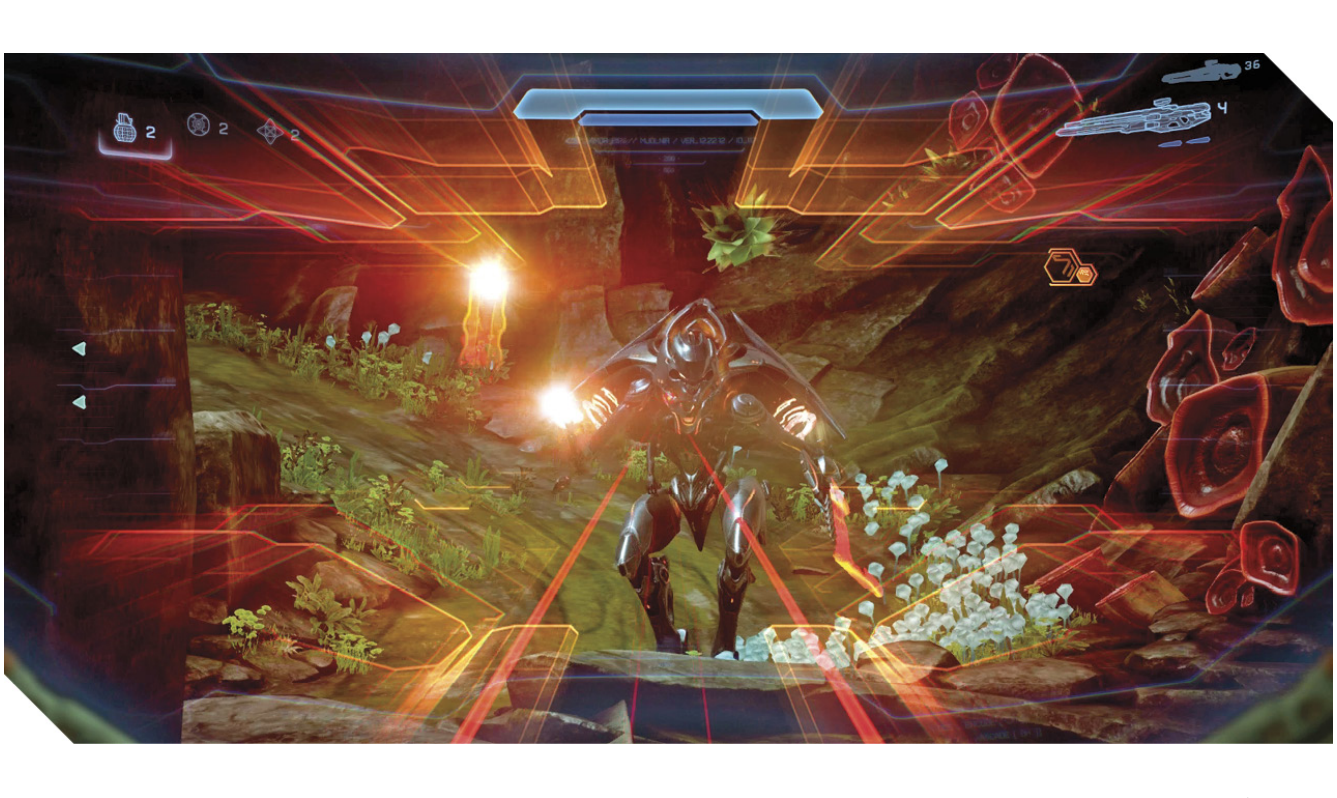


Continue your ascent after securing the plateau, picking up a high trail that leads to a Forerunner weapon rack. Load up on LightRifle ammo before advancing into the next cavern, dispatching a few Soldiers in the tunnel along the way.

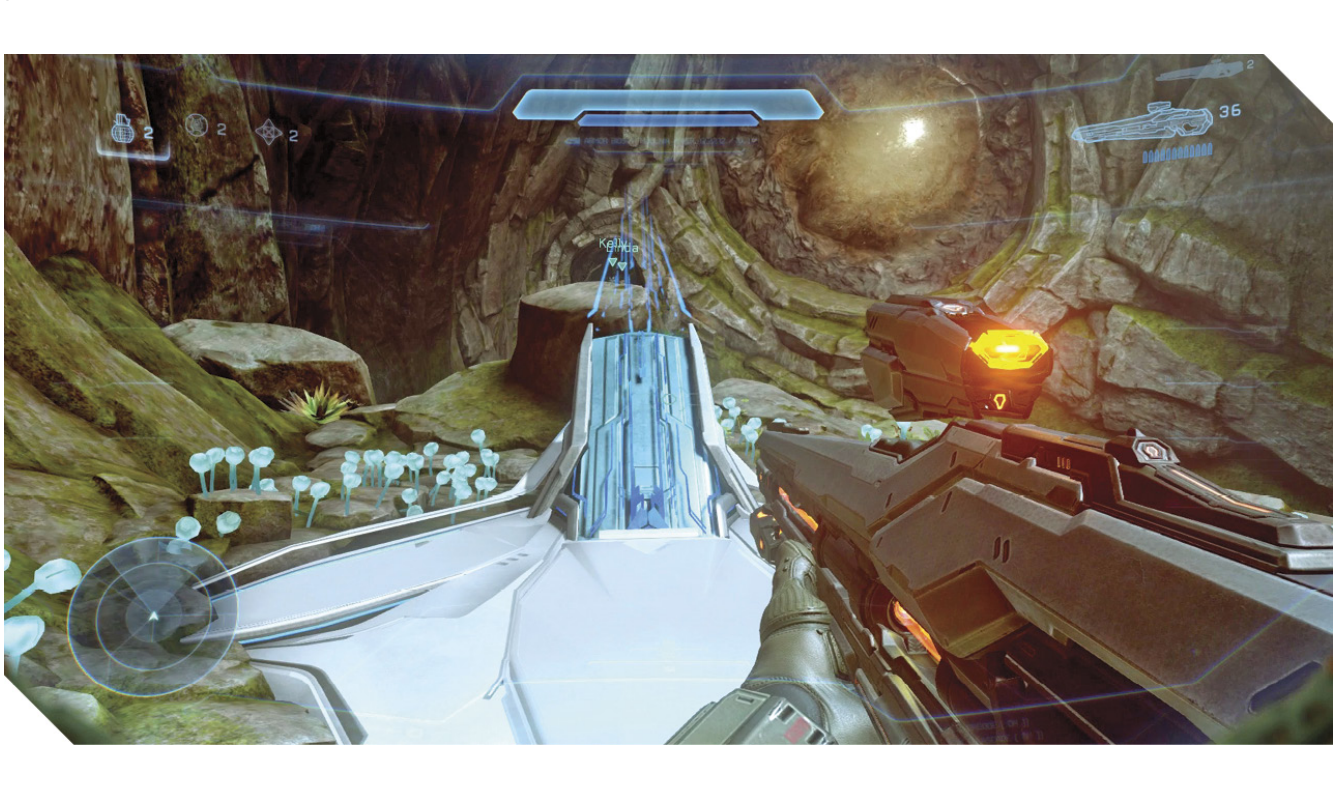
Wait in the next cavern for your friendly Phaetons to take out more Beam Turrets along the left wall, or put your LightRifle and Twin Jewels to use and help them blast the Beam Turrets to bits. Once both turrets are down, use the nearby accelerator pad to launch across a wide gap. Cut down a few Soldiers after you land and then use another accelerator pad to reach the next ledge.



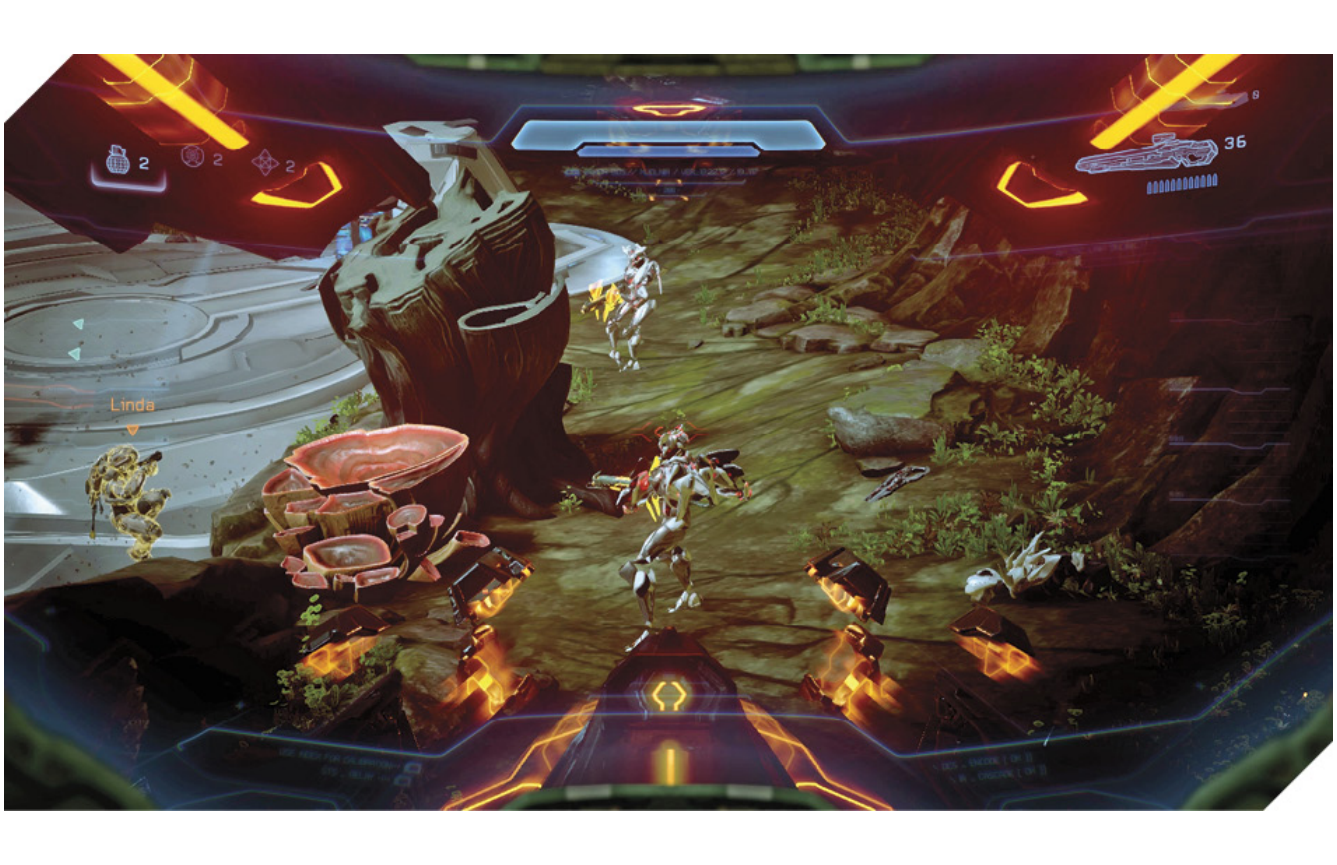
As you approach the third accelerator pad, a hulking Knight materializes on the far ledge 36. Take shots at the Knight with your LightRifle or Twin Jewels, or simply wait for your Phaetons to obliterate the Knight for you.



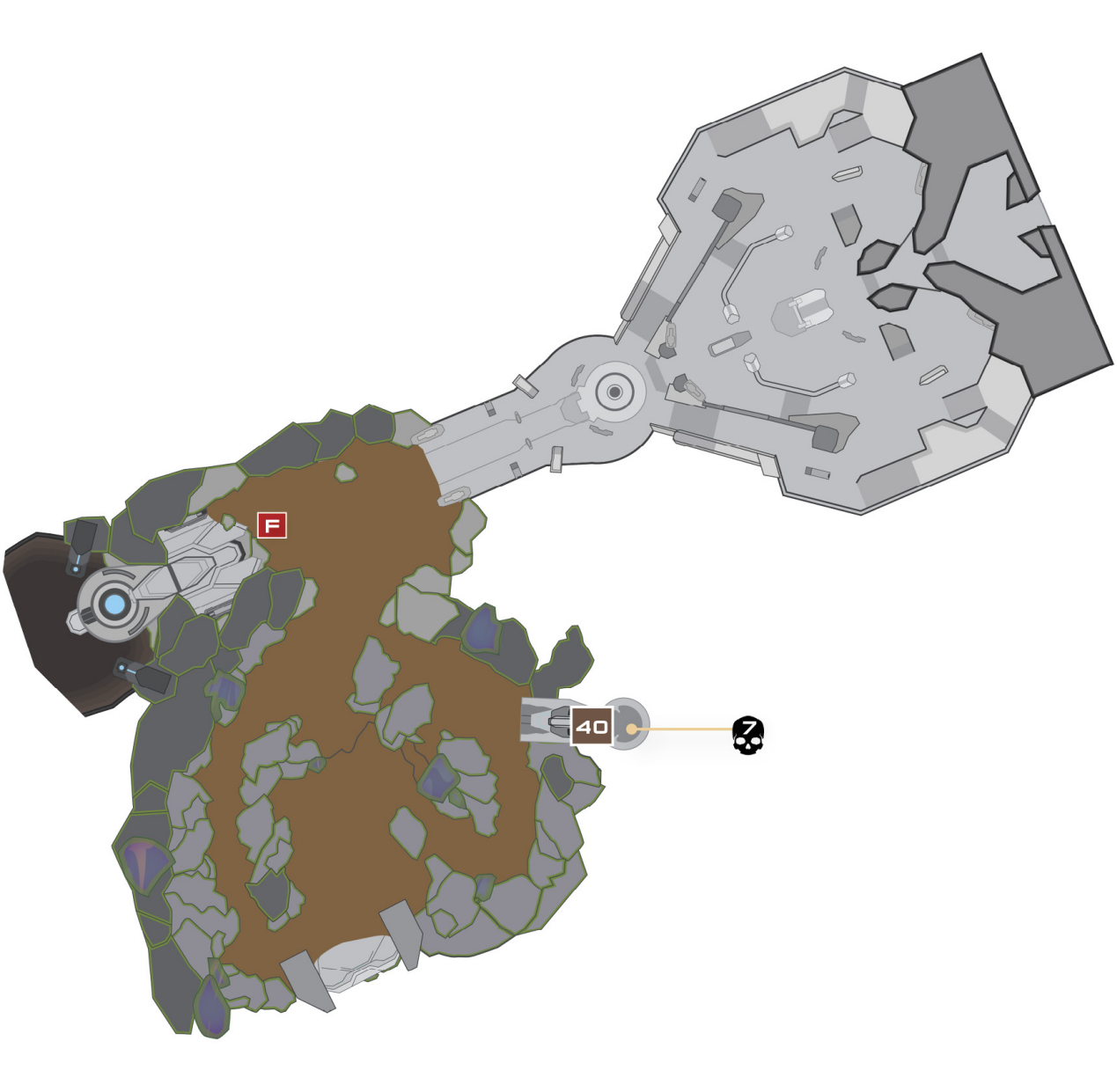
After the Knight has fallen, launch over to its ledge and then advance through a short passage to reach the third cavern's final area. Cut down a Soldier Captain armed with a Splinter Turret as you enter, then launch from the nearby accelerator pad and proceed into the fourth cavern.



As you enter the fourth cavern, immediately use the nearby acceleration pad to launch over to higher ground 39. The Beam Turrets can't target you up here, and you have a better angle on the nearby Soldiers. Wipe them out with the help of your allies in the sky, and then wait for both Phaetons to land before advancing through the nearby tunnel to reach the final cavern.

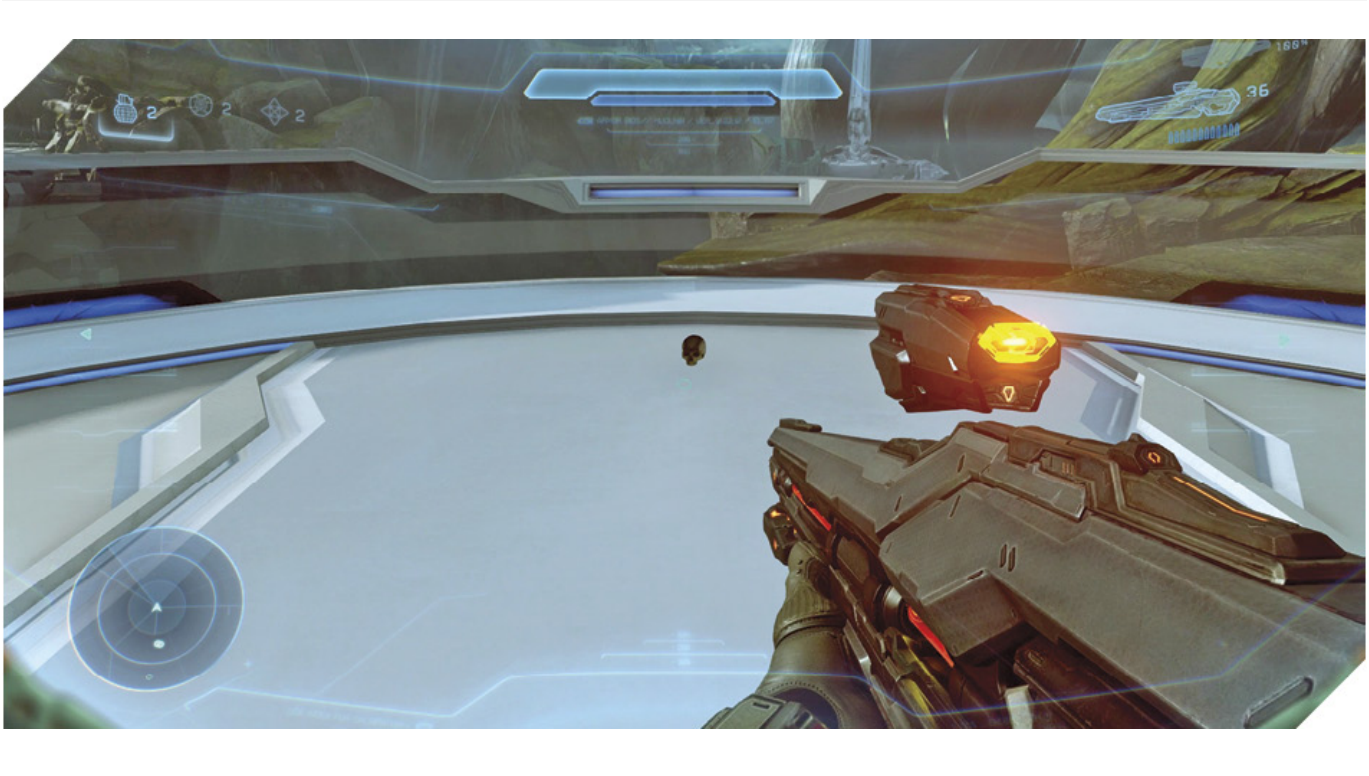


Cortana offers words of encouragement as you enter the last cavern: The Gateway to the Forerunner Domain is just ahead! Launch across the acceleration pad and then step through the following door to venture back outside.



Through the blinding light of Genesis' sun, Blue Team catches their first view of the Gateway to the Forerunner Domain. It turns out to be the very structure that Blue Team had been activating while exploring Genesis. Approaching the mysterious structure, the team is struck by its awesome majesty. What mysteries might lie within its ancient halls?

SKULL 7 OF 13: CLOUD



The mission ends when you advance toward the Gateway. Rather than doing so, turn right the moment you emerge from the canyon and take a side path to an overlook 40. A Skull rests on the platform here; collect it to add it to your growing collection.

Mission 8: Swords of Sanghelios

Mission Briefing

"Victory to Clan and Kin, Spartan."

*With **Blue Team** temporarily beyond their grasp, **Fireteam Osiris** begins a new mission, one that has them journeying to Sanghelios, home world of the Elites. Their target is the Arbiter: a renowned warrior who leads a growing band of Elite revolutionists called the **Swords of Sanghelios** against their Covenant oppressors. If Osiris can gain the Arbiter's support, they may yet stand a chance of stopping whatever destructive plan Cortana seems to have set in motion.*

Between the death of Jul 'Mdama and the Arbiter's recent victories, the Covenant remnants have grown desperate. They have begun an assault on Sanghelios, targeting the Arbiter specifically. The Arbiter is trapped in the Elder Council Chamber and must be extracted if you're to gain the Swords of Sanghelios's support. Fight your way to the Elder Council Chamber and extract the Arbiter before it's too late.

Enemies Encountered

ELITE

GRUNT

HUNTER

JACKAL

Vehicles Encountered

GHOST

MANTIS

PHANTOM

SPIRIT

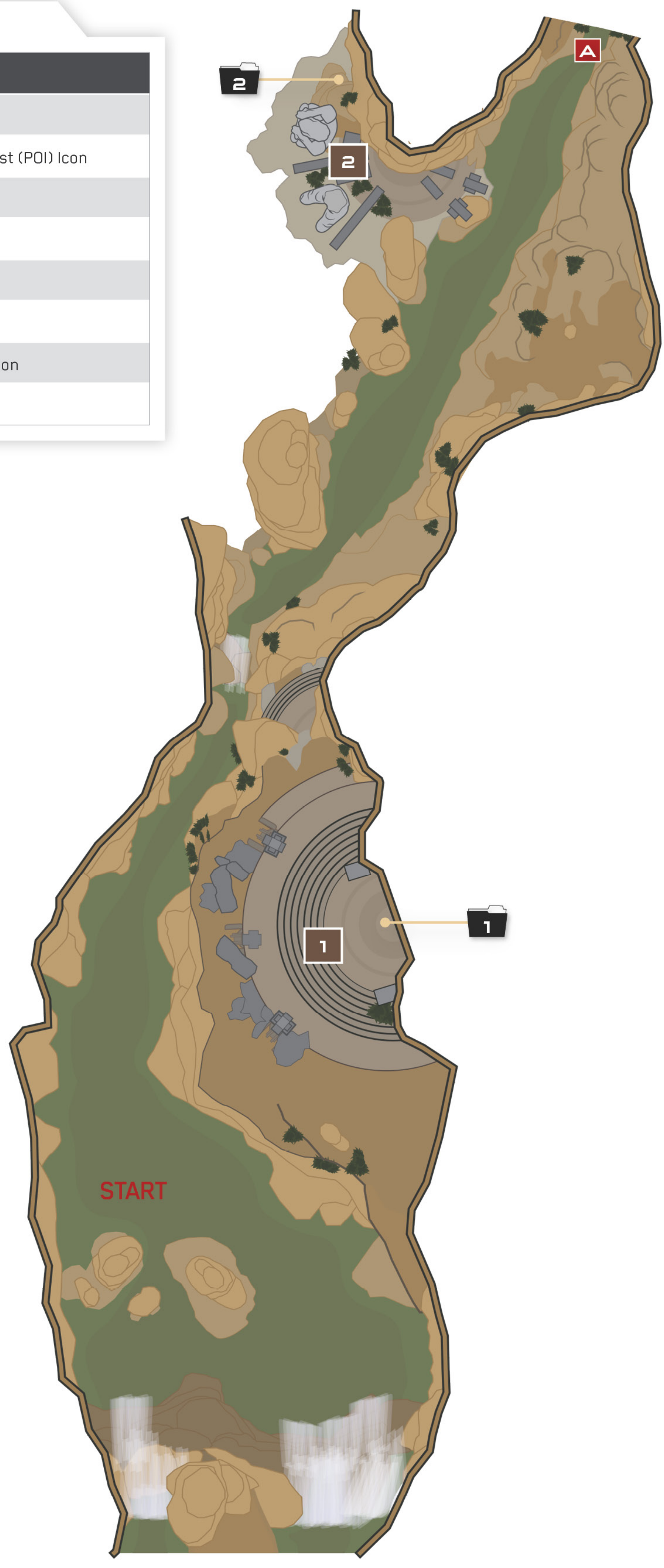
WRAITH

Mission 8: Swords of Sanghelios

Swords of Sanghelios

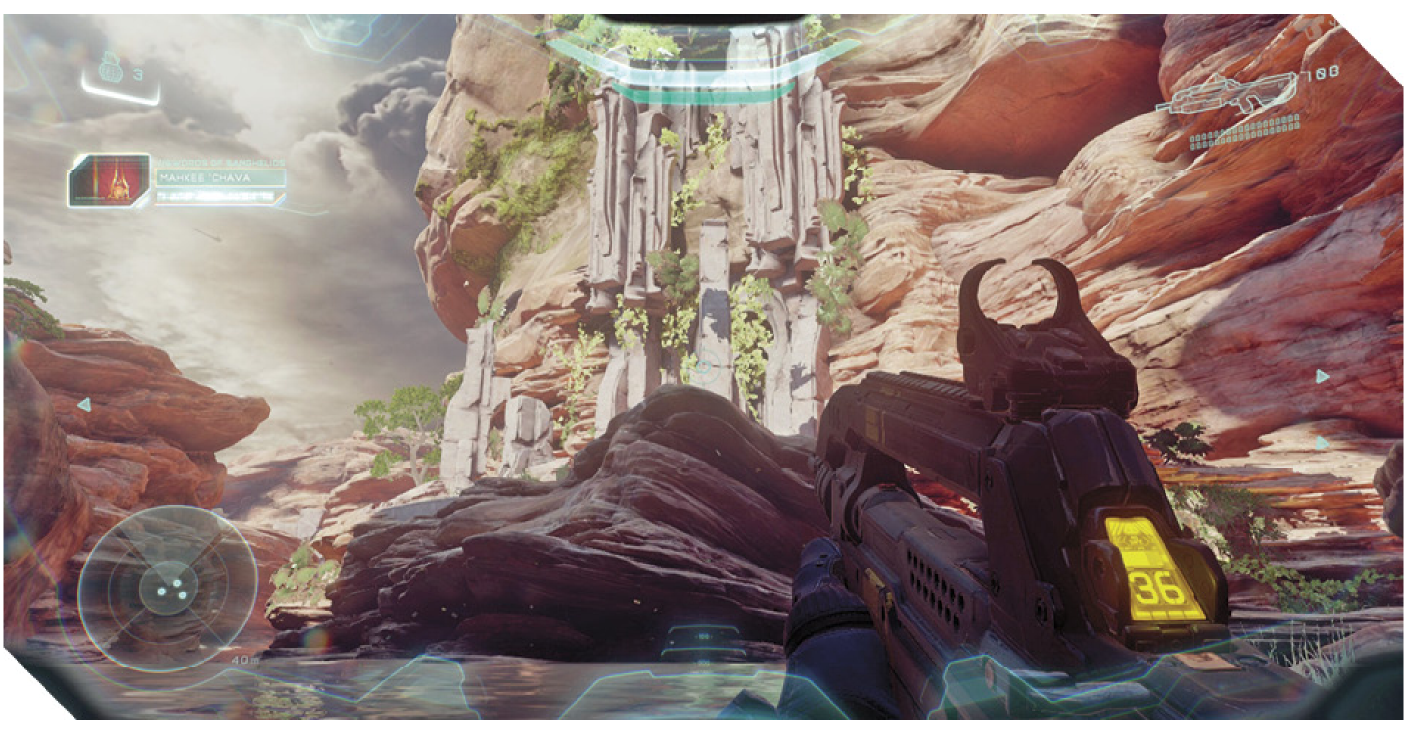
MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
	Skull Icon

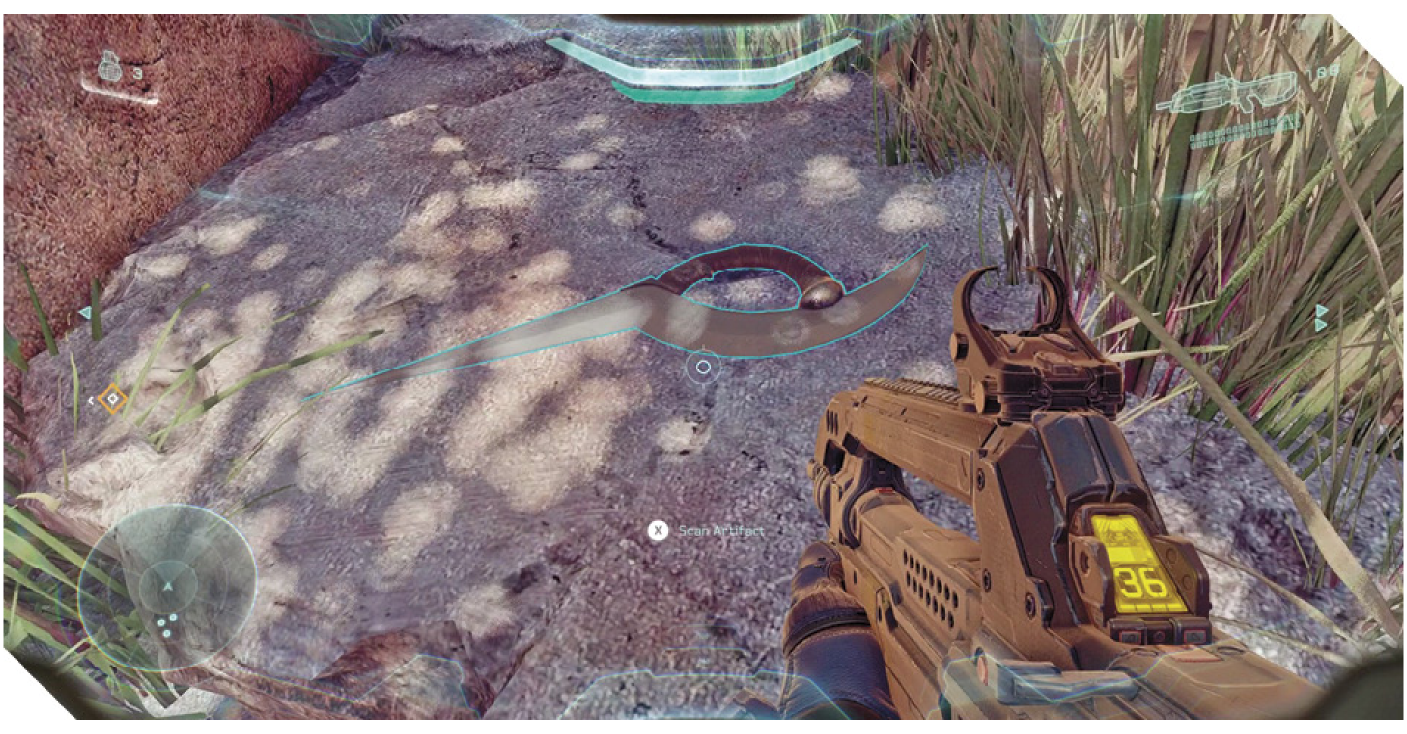


OBJECTIVE: FIND THE ARBITER

After touching down on Sanghelios, Fireteam Osiris begins searching for the Arbiter. Advance along the shallow river, keeping to the right and climbing up some rocks to reach a small ruin 1.

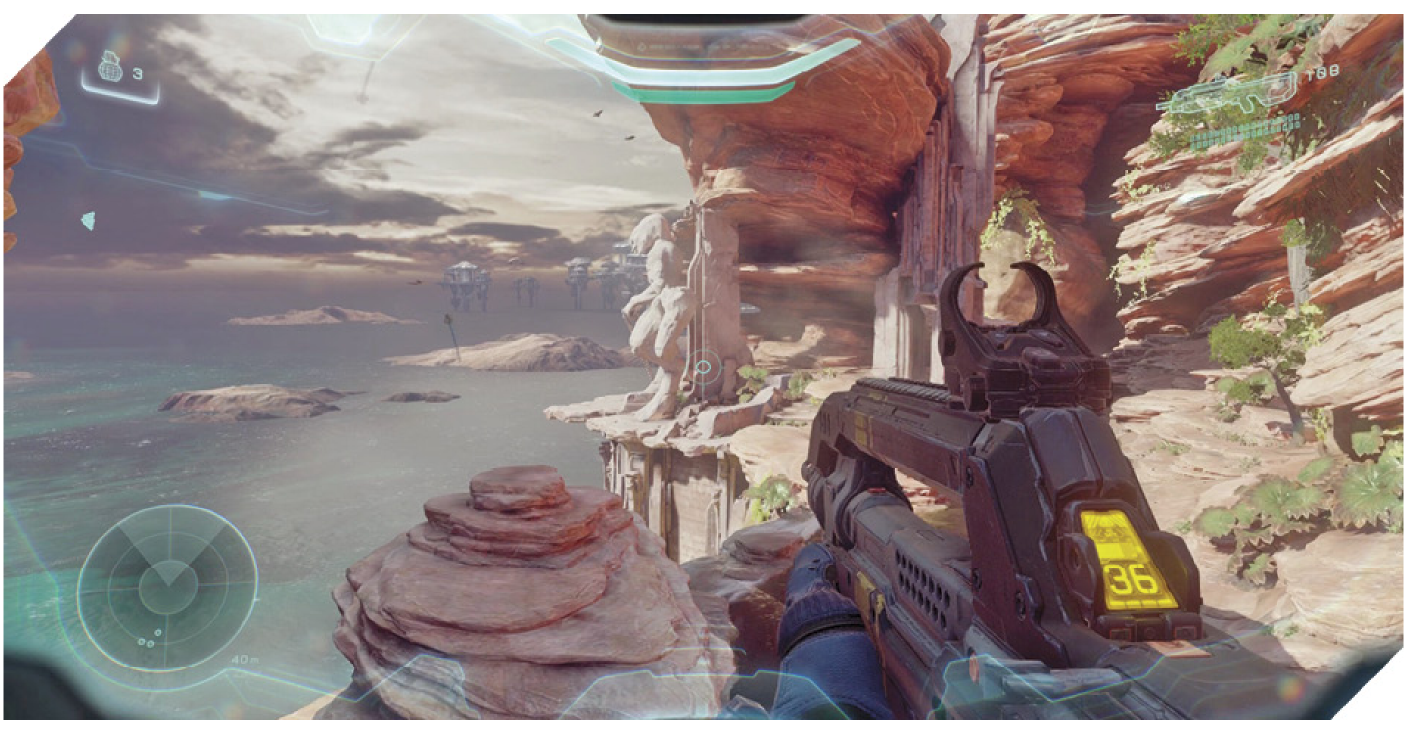


Inspect the ancient Sangheili sword you discover among the ruin's rubble. You scan it just like a data pad and unlock new intel.

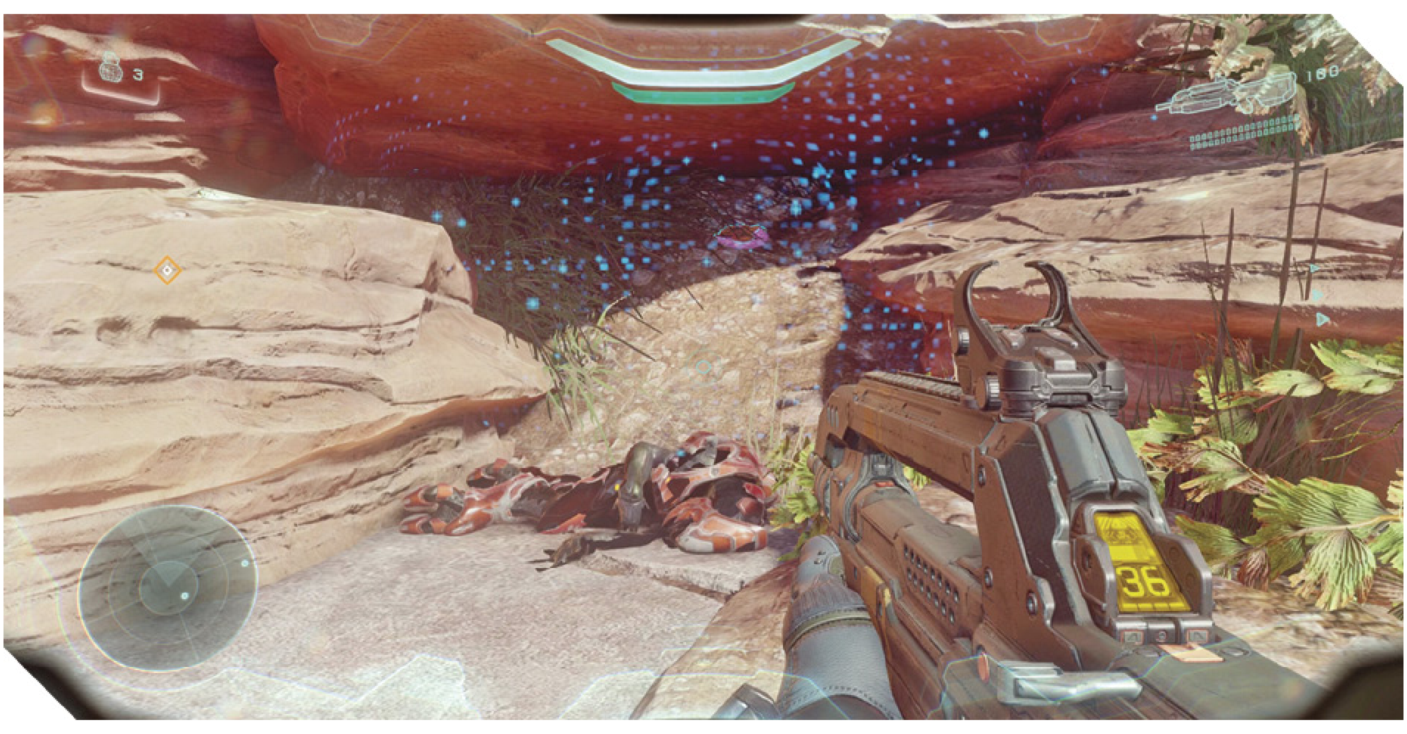


MISSION 8 INTEL ACQUIRED (1/12)

As you return to the river, Fireteam Osiris notices the Sangheili city of Sunaion far off in the distance. Advance toward the distant city, heading for another ruin on the left 2.



Search near the ruin's towering Sangheili statue to discover a data pad dropped by a fallen Elite. Scan it for more intel, then return to the river and follow it to a wide canyon, where Covenant forces await.

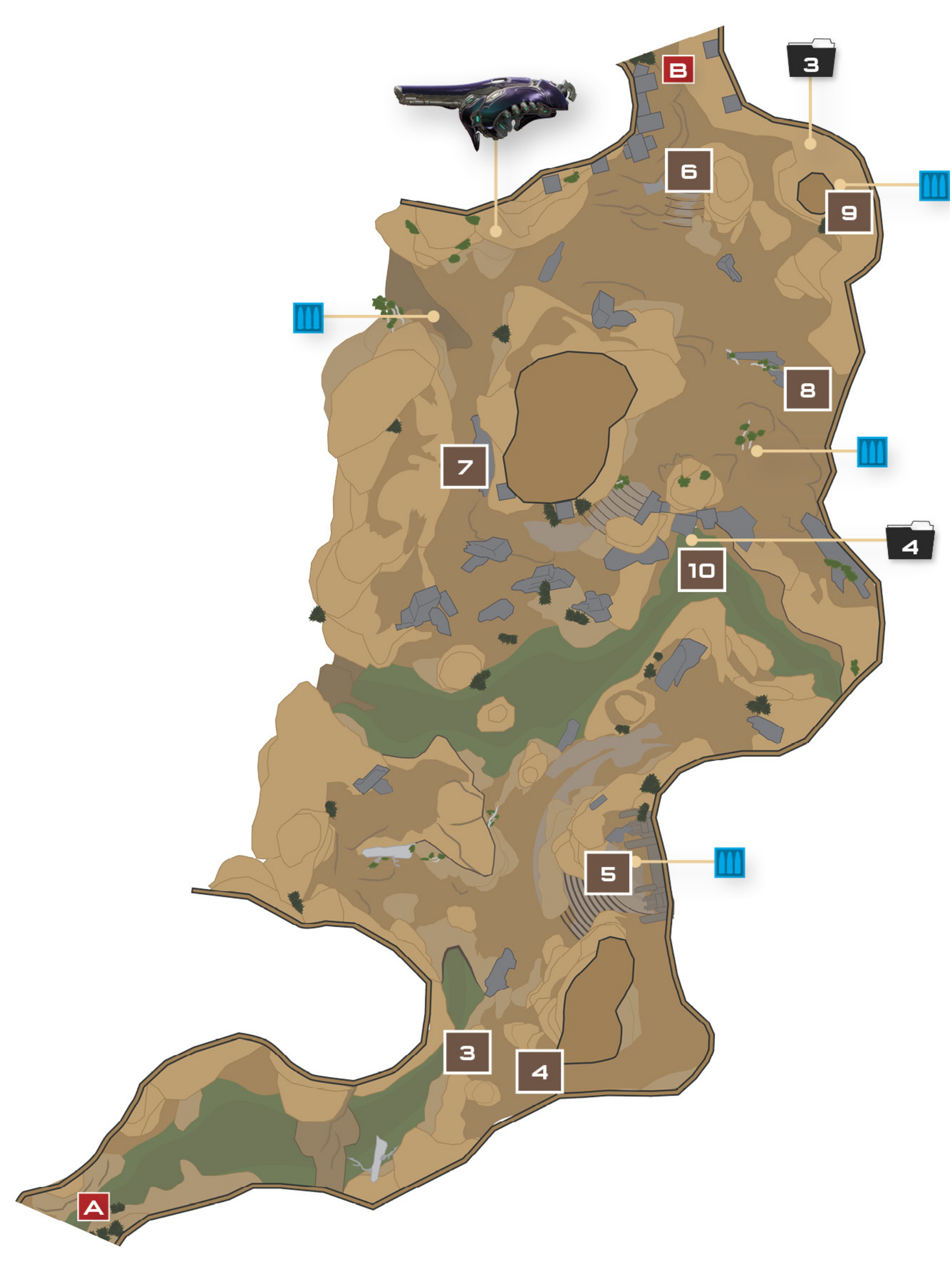


MISSION 8 INTEL ACQUIRED (2/12)

CAMPAIGN WALKTHROUGH

Mission 8: Swords of Sanghelios

Major Firefight: Sanghelios Canyon



Covenant forces have set up a fortified position along one of Sanghelios's rocky canyons. The canyon's crawling with Grunts, Jackals, and Elites, and the Covies have stationed a Shade Turret near the far end. Picking off Grunts and Jackals with long-range headshots helps you conserve ammo and reduces your exposure as you steadily advance.

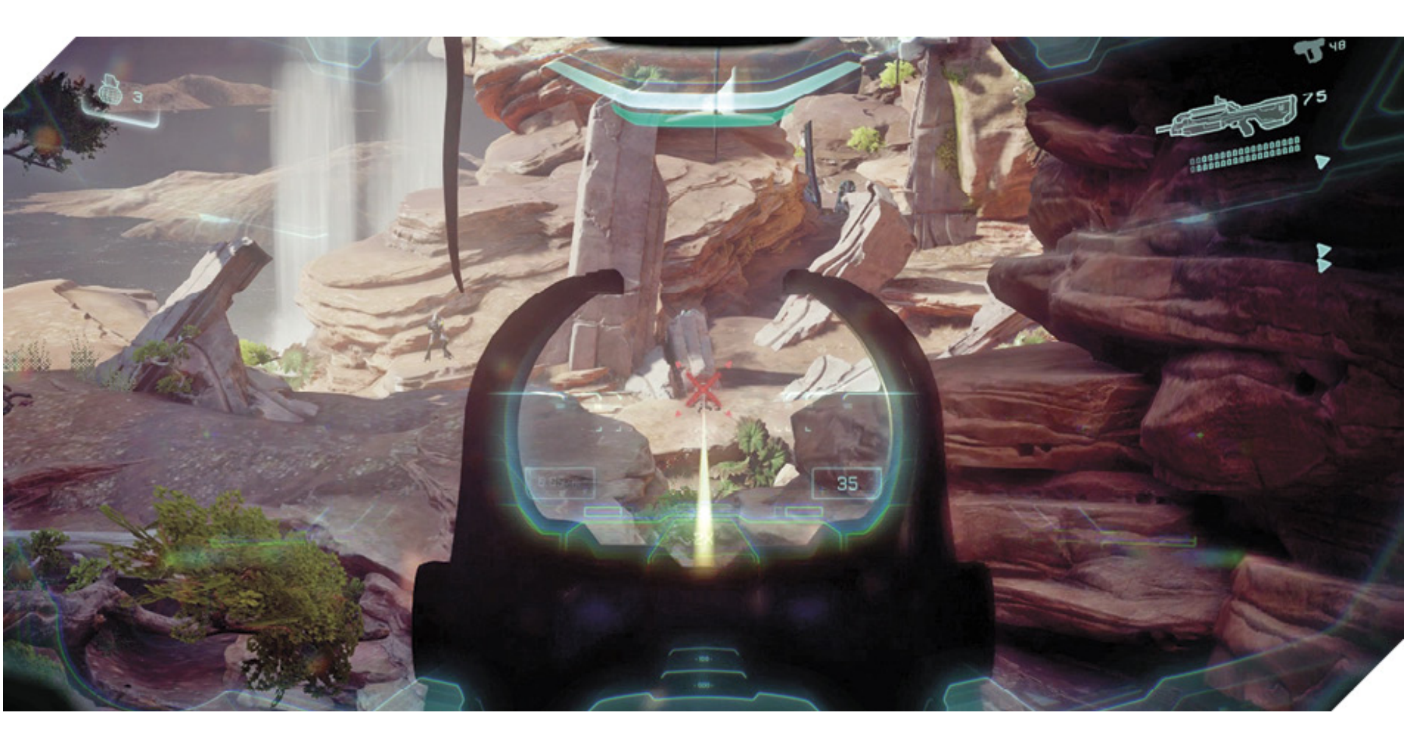
RECOMMENDED LOADOUT

Your starting Magnum and Battle Rifle will serve you well at first; use them to score clean headshots on Grunts and Jackals. When you're ready to tackle the Elites, trade one of your weapons for a Plasma Pistol or Storm Rifle, then use it to quickly break their shields and expose them to headshots as well.

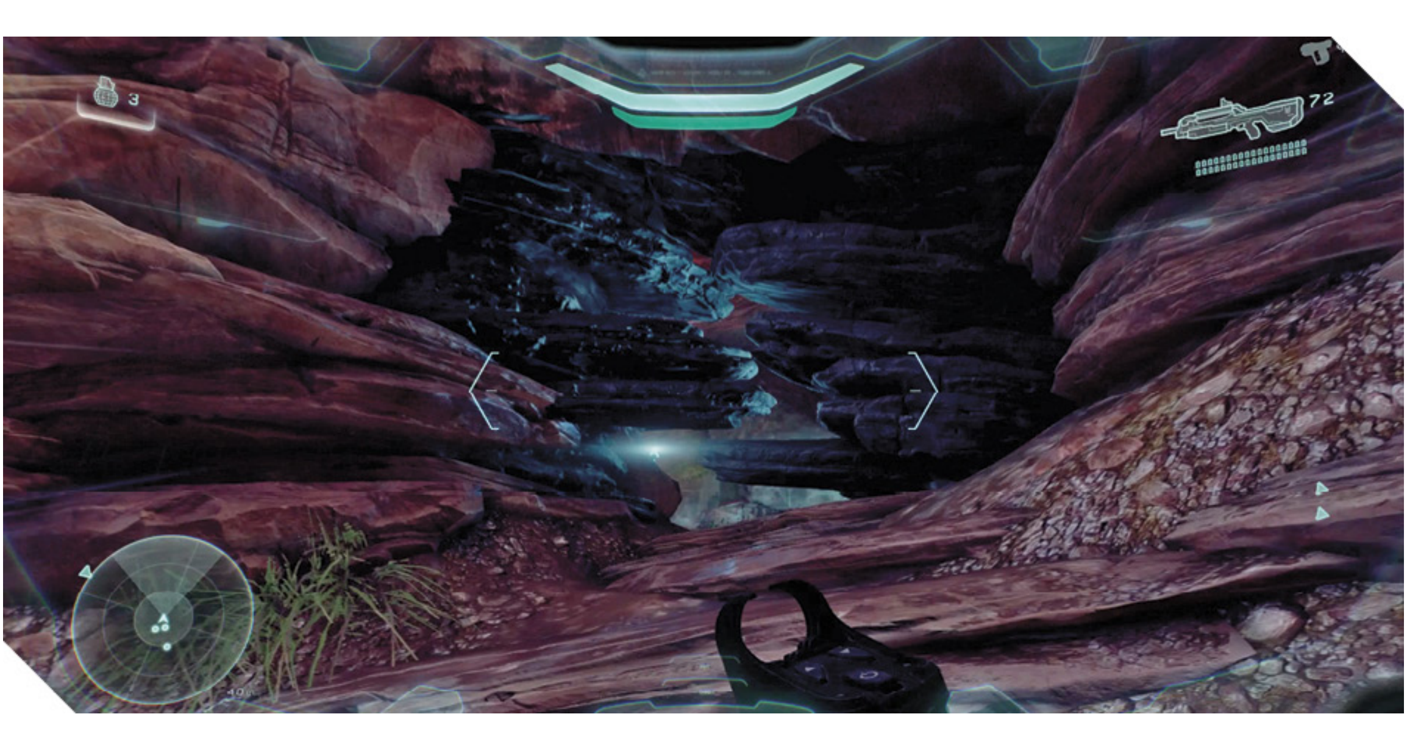
ACHIEVEMENT: NO KNOCK RAID

Earn an Achievement in this mission by smashing through 10 walls and floors with Spartan Charges or Ground Pounds. This is the first wall you can smash through; read on to discover the rest! We'll count them out as they're encountered to help you keep track of your progress.

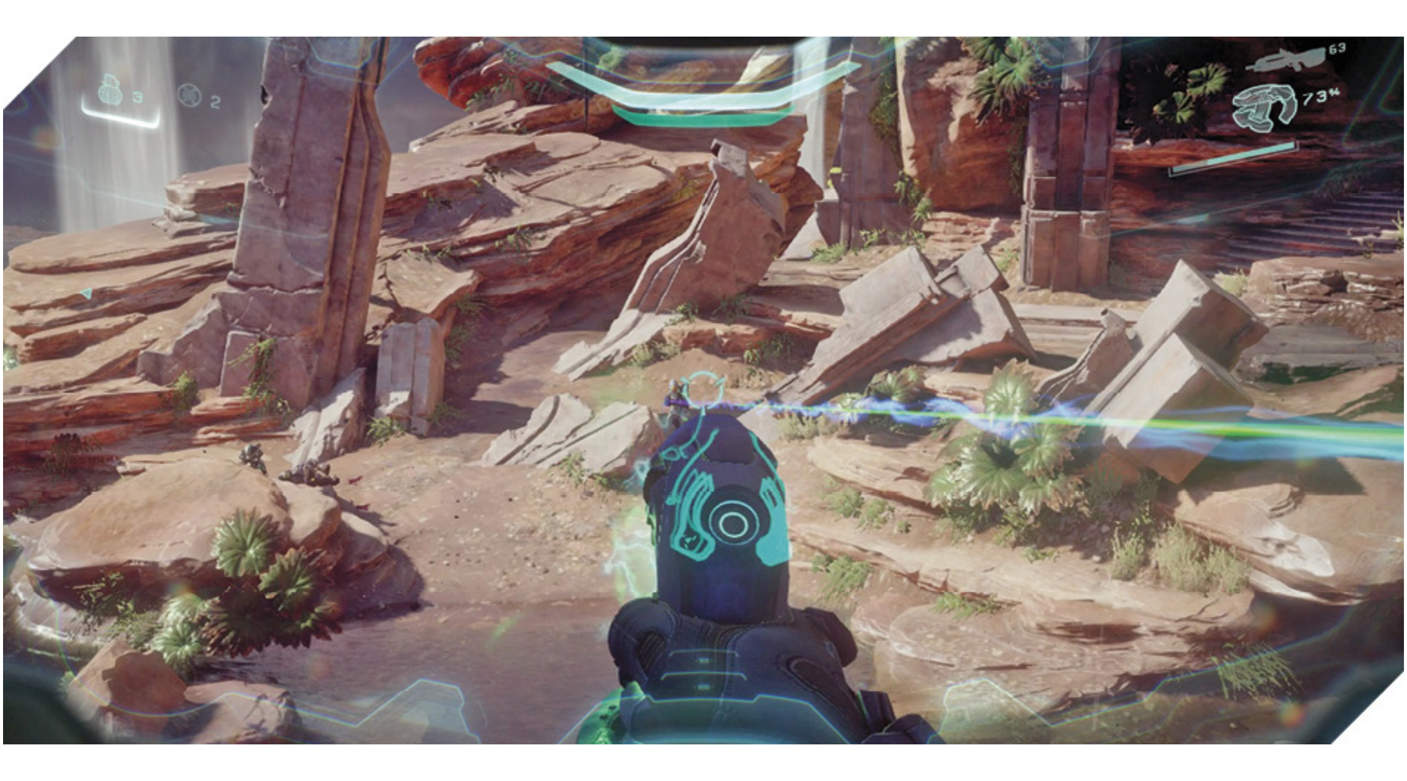
An Elite's voice rings out as you near the canyon. Climb atop the flat rock ledges on the right **3** to gain good firing angles at the Covenant forces ahead. Pick off as many enemies as possible with ranged headshots before advancing any farther.



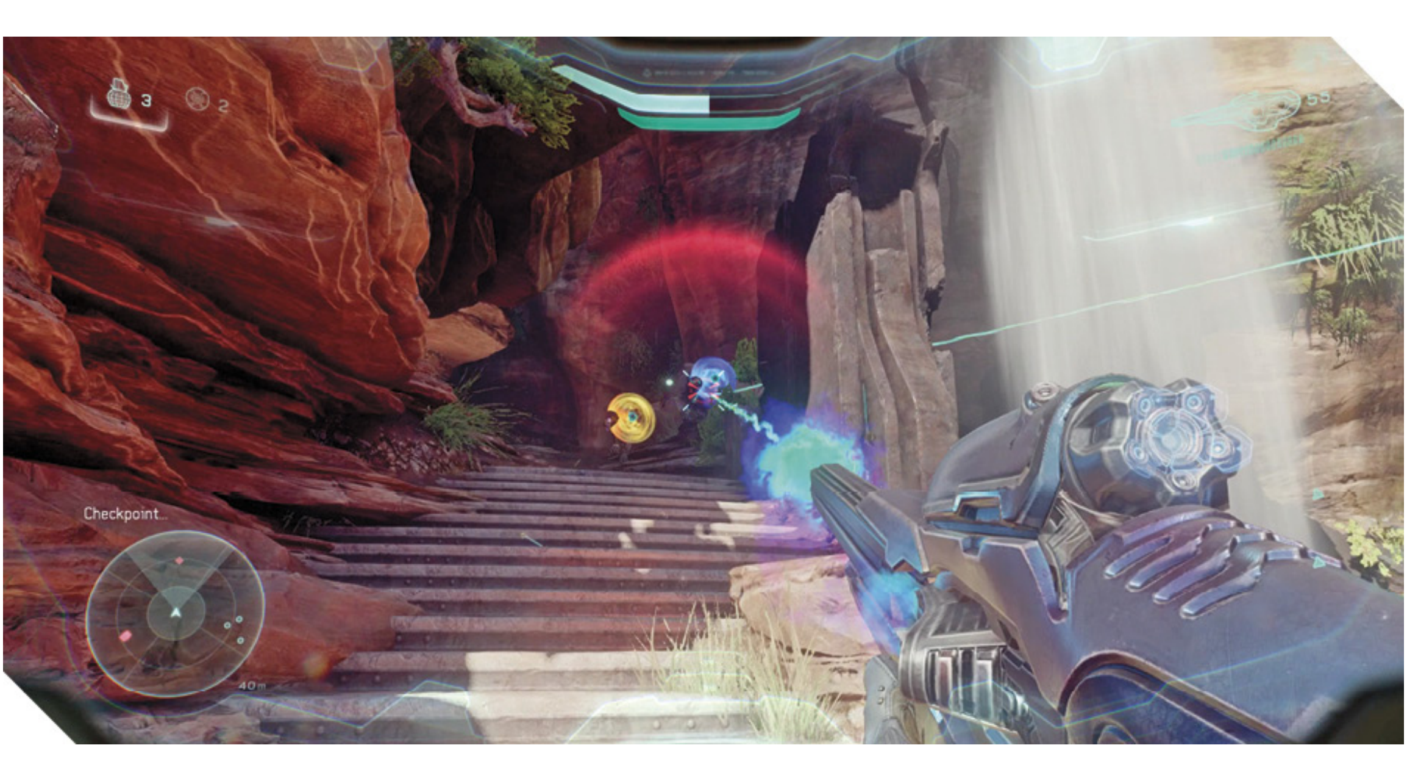
When you're ready, drop from your perch and spy a nearby weak wall **4**. Smash through this wall with a Spartan Charge to access a side passage that leads to a small ruin **5**.



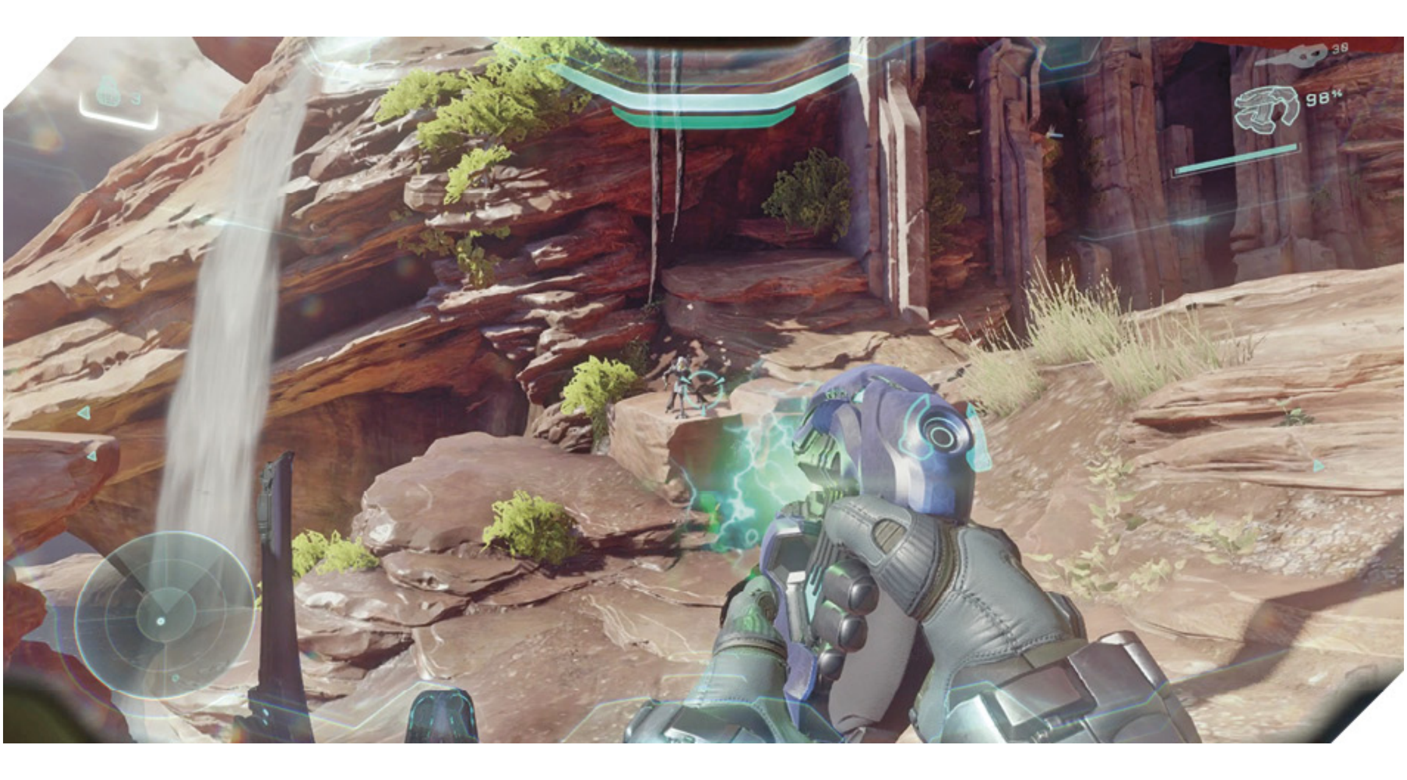
Make use of the Plasma Pistols, Storm Rifles, Needlers, and Carbines you discover in the weapon racks near the ruin **5**. Hold this position as you fire on the Covies, using charged Plasma Pistol blasts to break the Elites' shields and set them up for headshots. Don't advance until you've eliminated all possible threats.



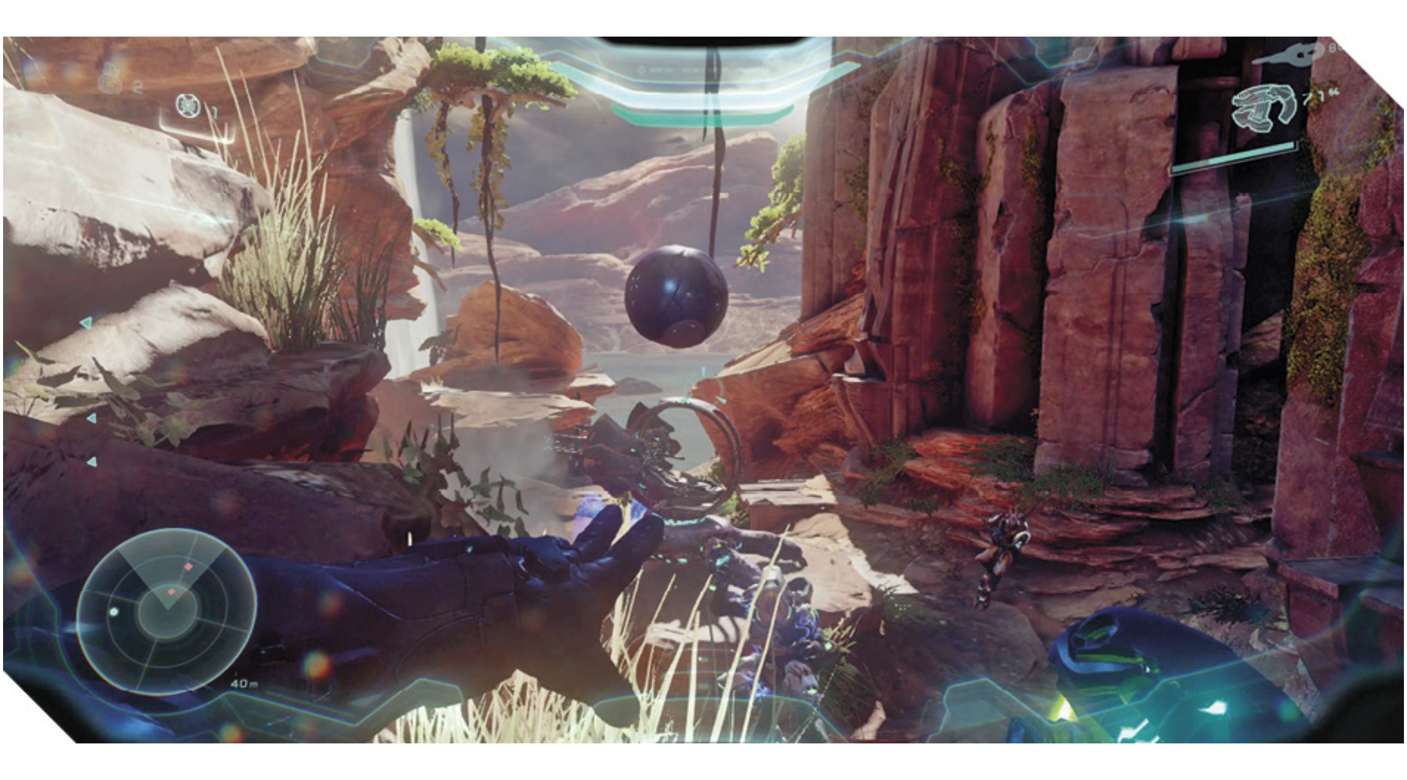
Shield-toting Jackals pour down from the hill ahead as you press deeper into the canyon. Toss grenades or unleash charged Plasma Pistol shots to break their defenses, or simply fall back and pick shots around their shields.



More Grunts and Elites make their stand beyond the Jackals, and they've got a Shade Turret and a Plasma Cannon Turret ready to cut you down **6**. Keep out of sight and try to eliminate some of the Grunts from afar if you can. Then try to flank the turrets by sprinting along the canyon's right or left edge. Going to the left **7** is a bit safer, and it sets you up to take out the Plasma Cannon Turret.



On the other hand, going to the right **8** briefly exposes you to the Shade Turret but also lets you reach excellent cover **9**, from which you can easily take out the Shade Turret by sticking it with a Plasma Grenade. Toss grenades at the remaining Elites afterward, or simply melt them down with furious Plasma Pistol or Storm Rifle fire from your superior vantage. When the smoke clears, scan the nearby Covenant data pad for some intel.

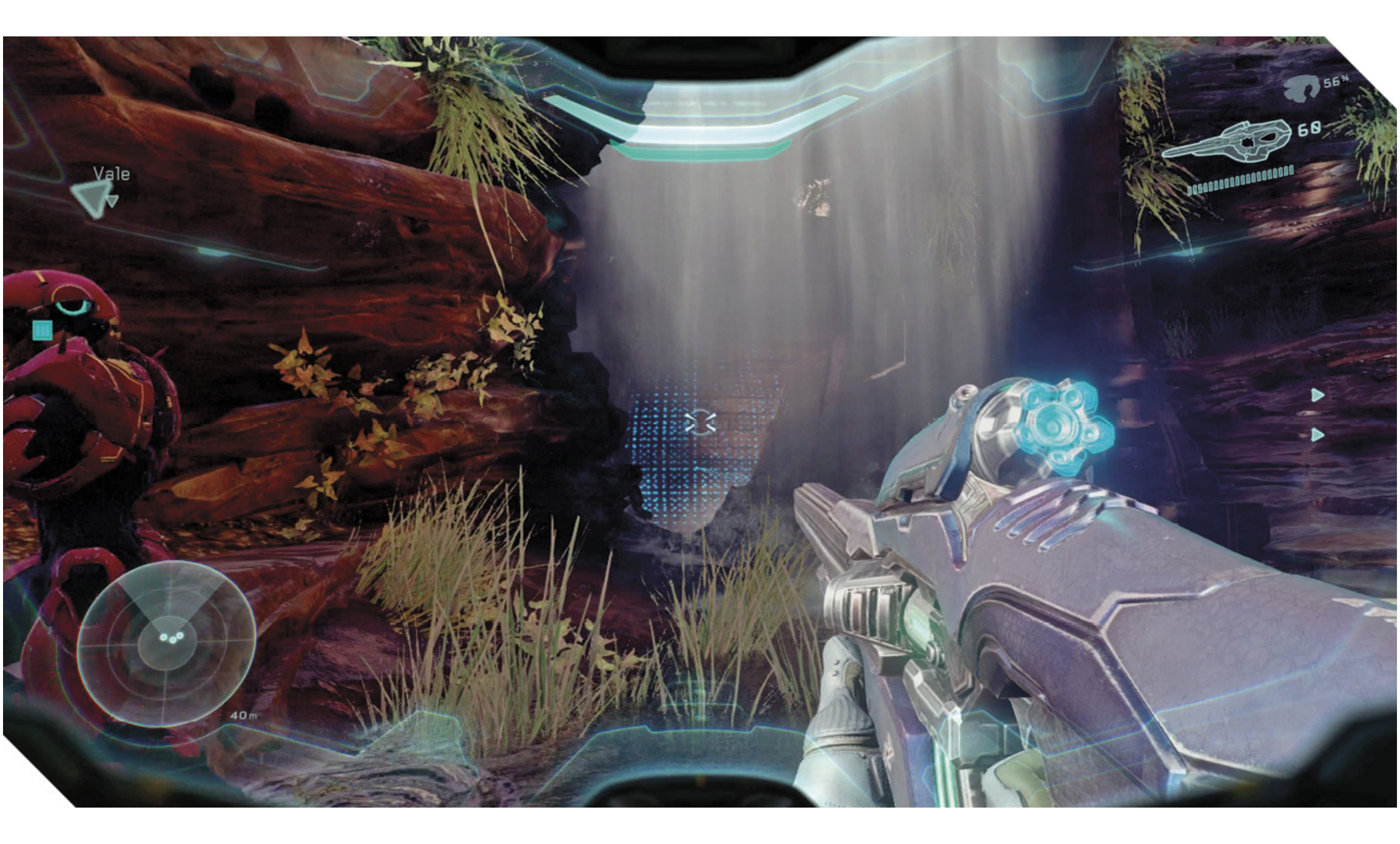


MISSION 8 INTEL ACQUIRED (3/12)

LEGENDARY STRATEGY

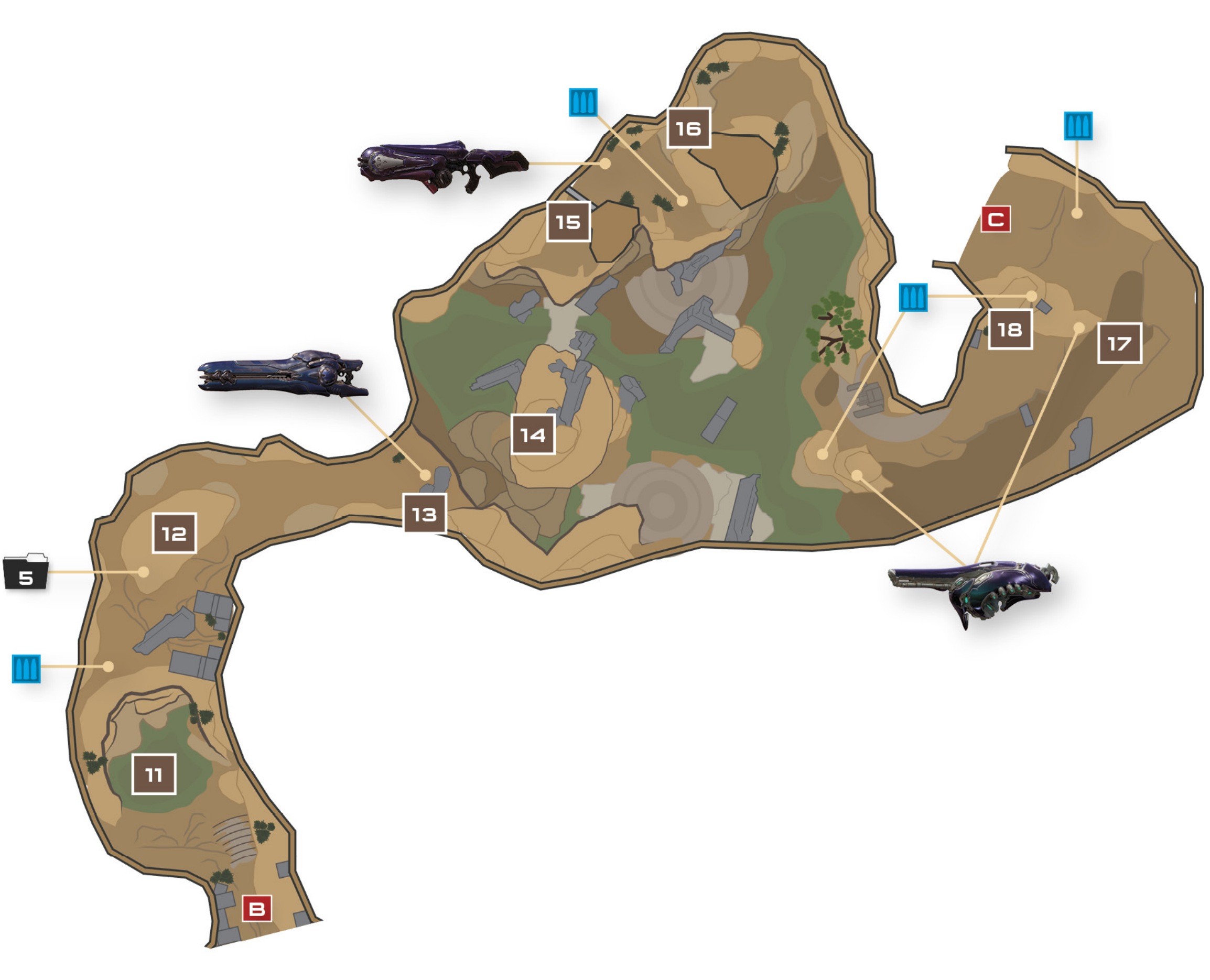
Tackling the Shade Turret is tough on Legendary. Hit it with a charged Plasma Pistol shot to disable it before racing to **9**. If rushing to **9** isn't working for you, try being more tactical and eliminating threats from a safer range with Carbine, Plasma Pistol, and Storm Rifle fire.

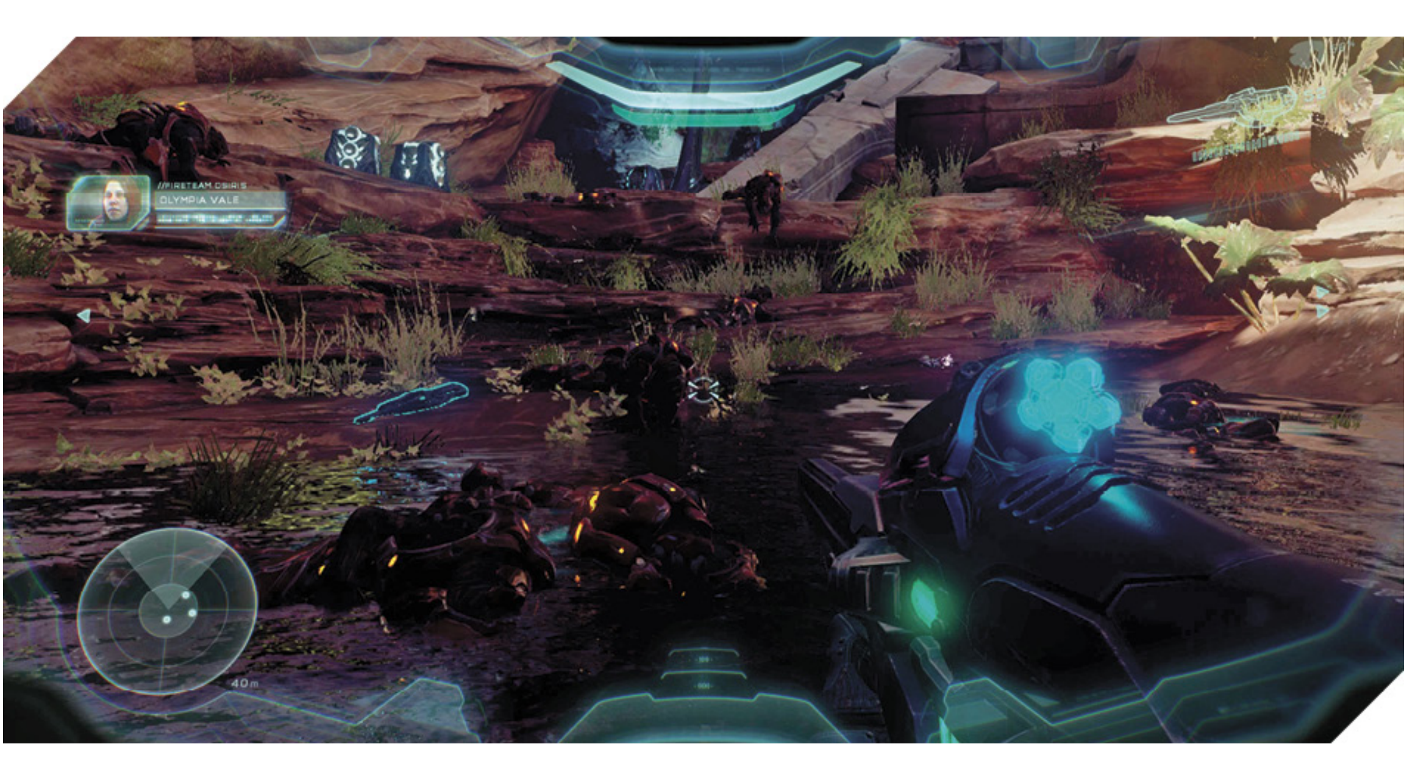
You passed another intel item not far back. Now that things have settled down, double back to the central waterfall **10** and check around with Artemis to discover another ancient Sangheili sword lying in a nook near its base. Scan it for intel before advancing into the cave that lies beyond the Shade Turret.



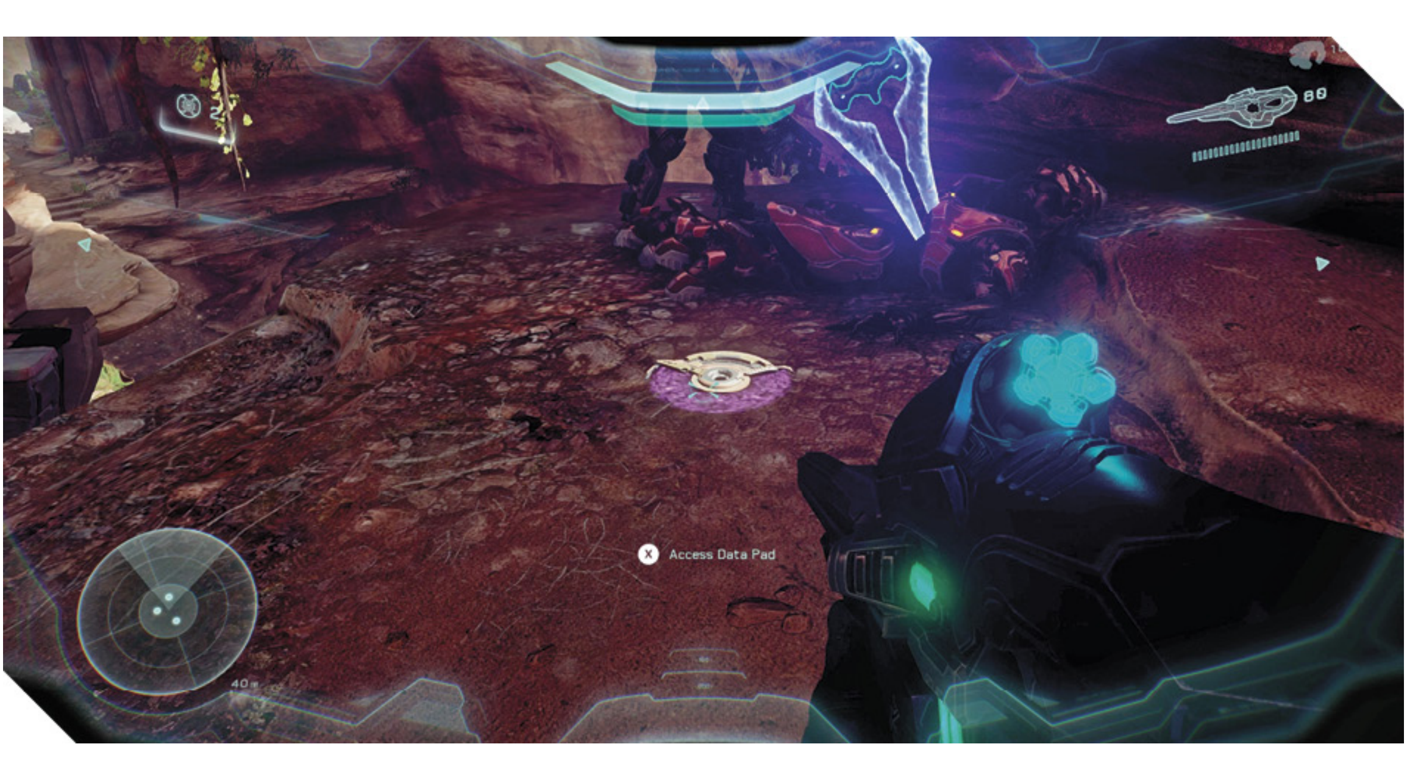
MISSION 8 INTEL ACQUIRED (4/12)

The cave beyond the Shade Turret is littered with the gruesome remains of several Elites **11**—fallen brothers of the Swords of Sanghelios. Their deaths must be avenged!



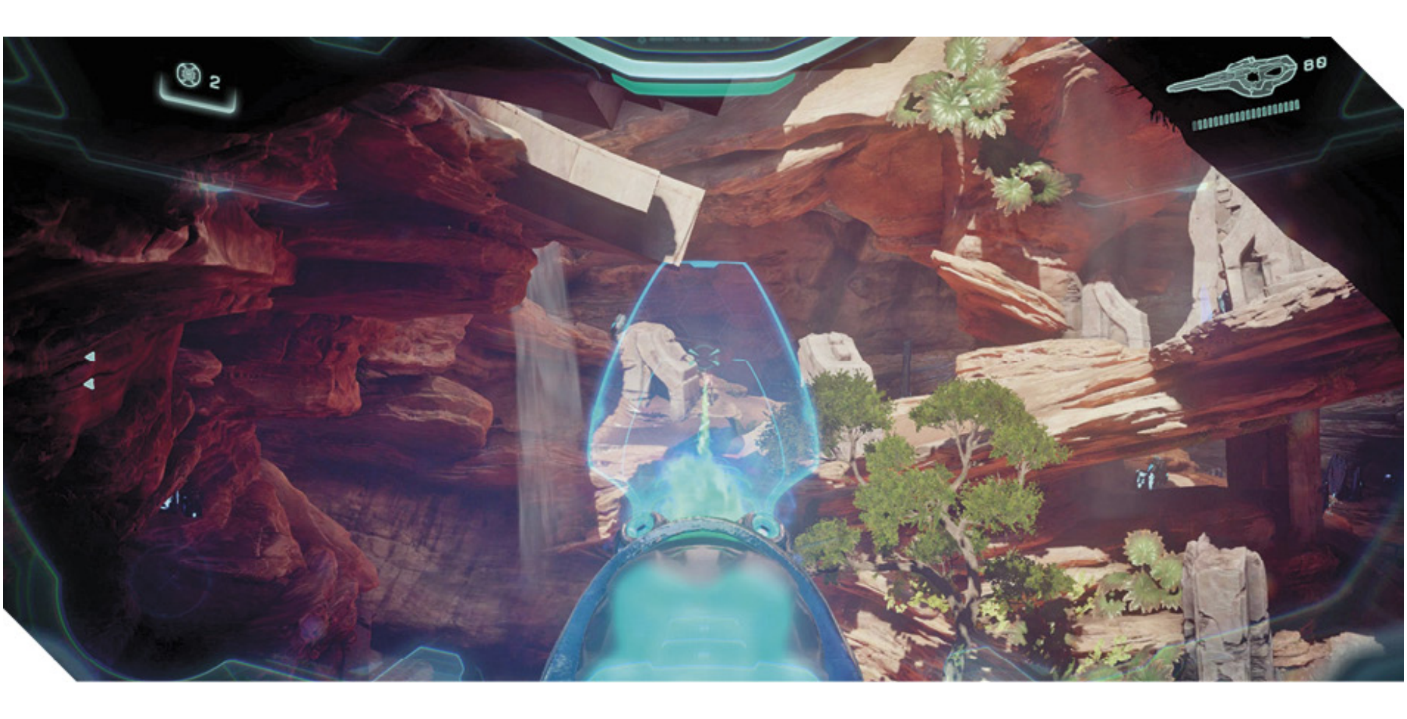


Climb to the top of the cave's central rock **12** to discover to a dead Elite that's been impaled by an Energy Sword. The Elite dropped a data pad; scan it before advancing into the next Covenant-filled canyon.



MISSION 8 INTEL ACQUIRED (5/12)

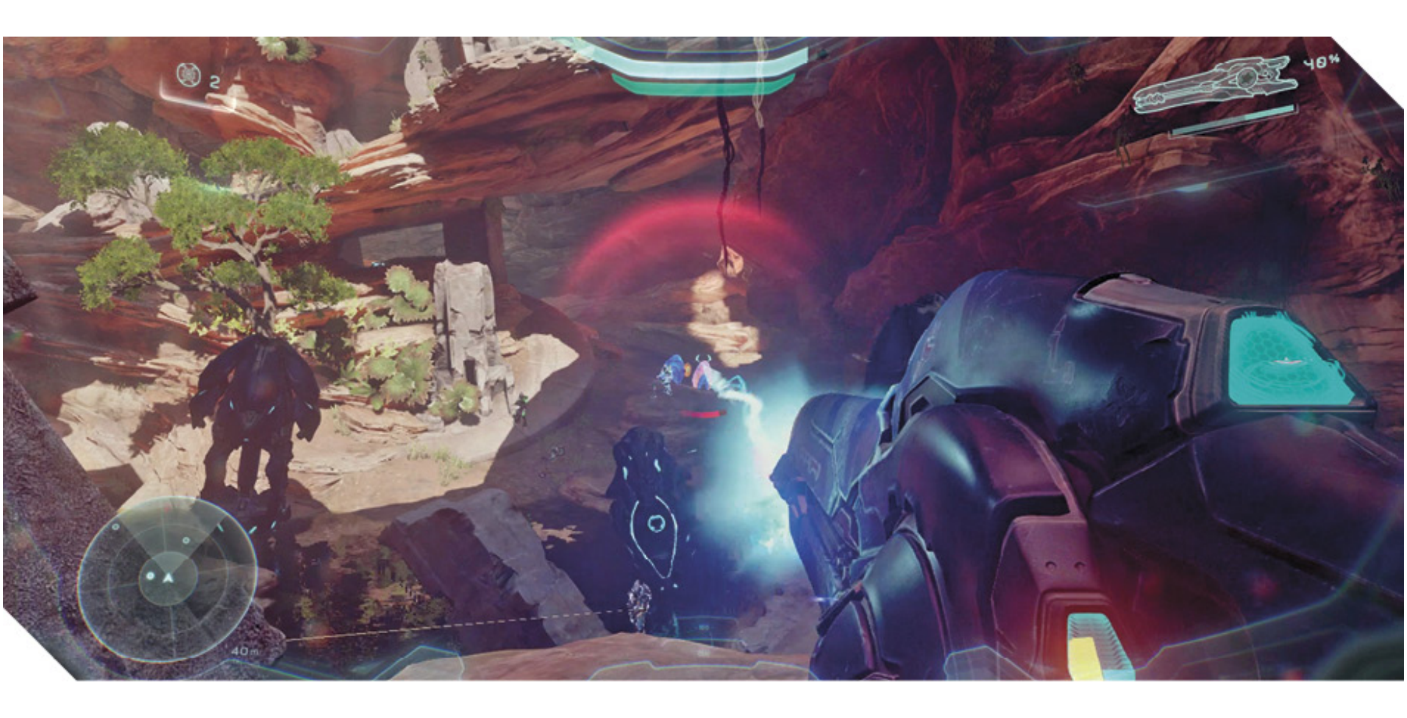
Keep to the right as you enter the canyon to reach an excellent sniper's perch with a well-stocked Carbine **13**. Use the weapon to pick off the Jackal Snipers on the canyon's high ledges, along with the Grunts guarding the nearby plateau below you **14**. The Snipers on the right can be tough to sight from the perch; advance a bit and grab the nearby Beam Rifle, which will help you pick them off.



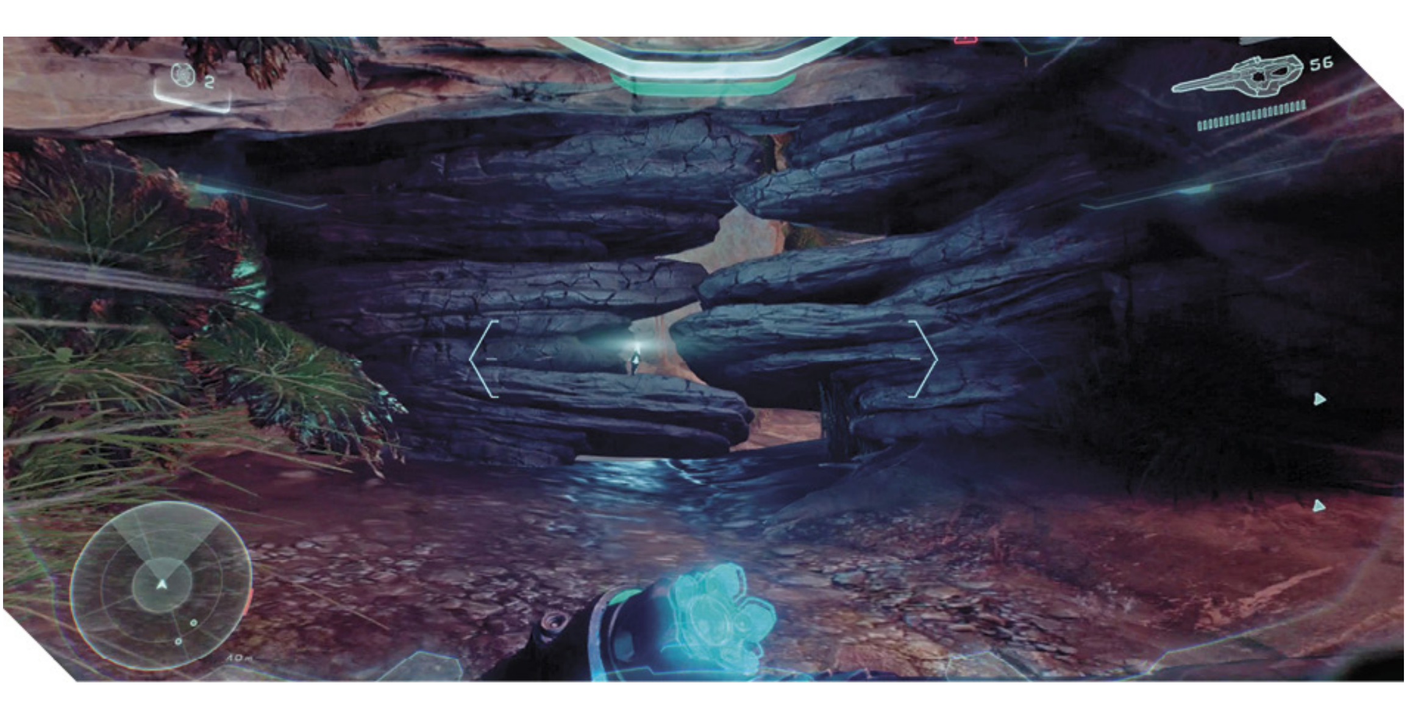
LEGENDARY STRATEGY

Taking out the Snipers is vital on Legendary difficulty; don't advance until all three have been neutralized. When advancing, be sure to exploit the side passage on the left **15**—the Plasma Caster you discover there will make short work of the Covenant reinforcements.

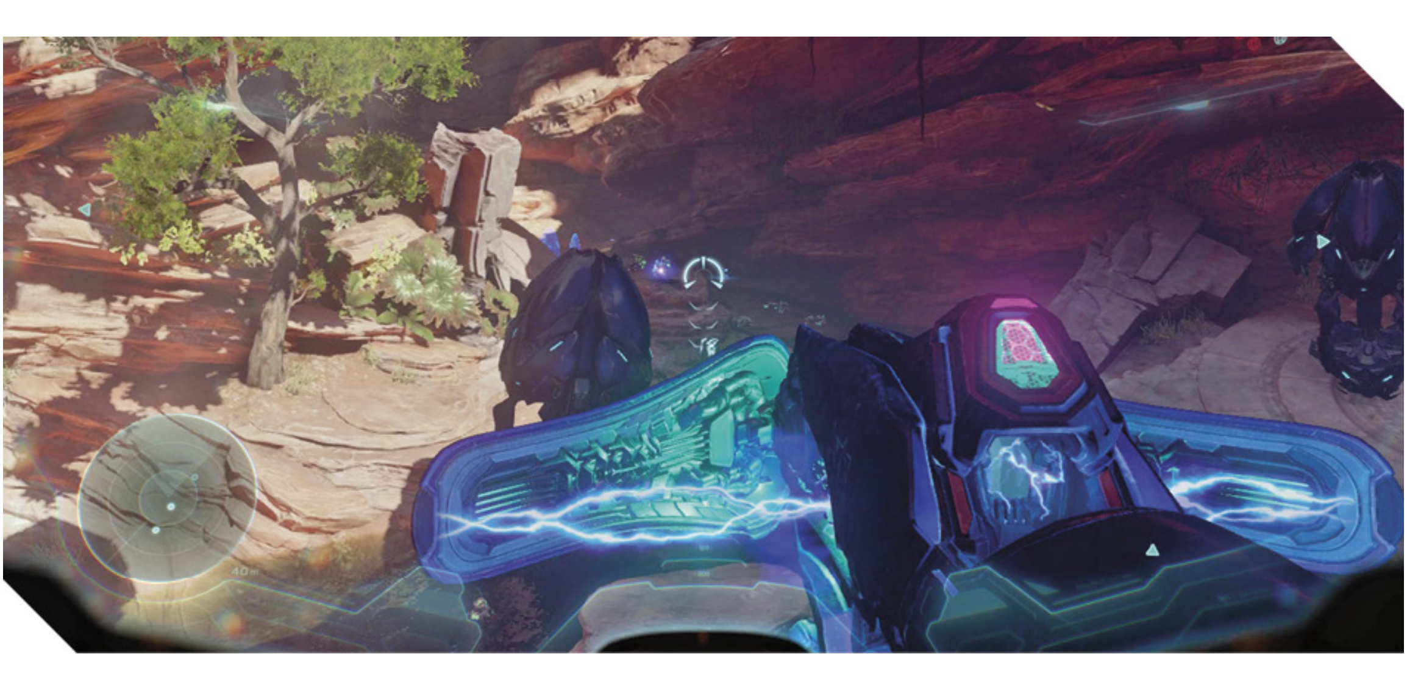
After neutralizing all three Snipers, sprint forward and leap to the plateau that the Grunts were guarding **14**. Maintain this position as additional Covenant forces pour out from the left cave and the far path. Even more Covies will soon arrive via insertion pods, adding to the threat level.



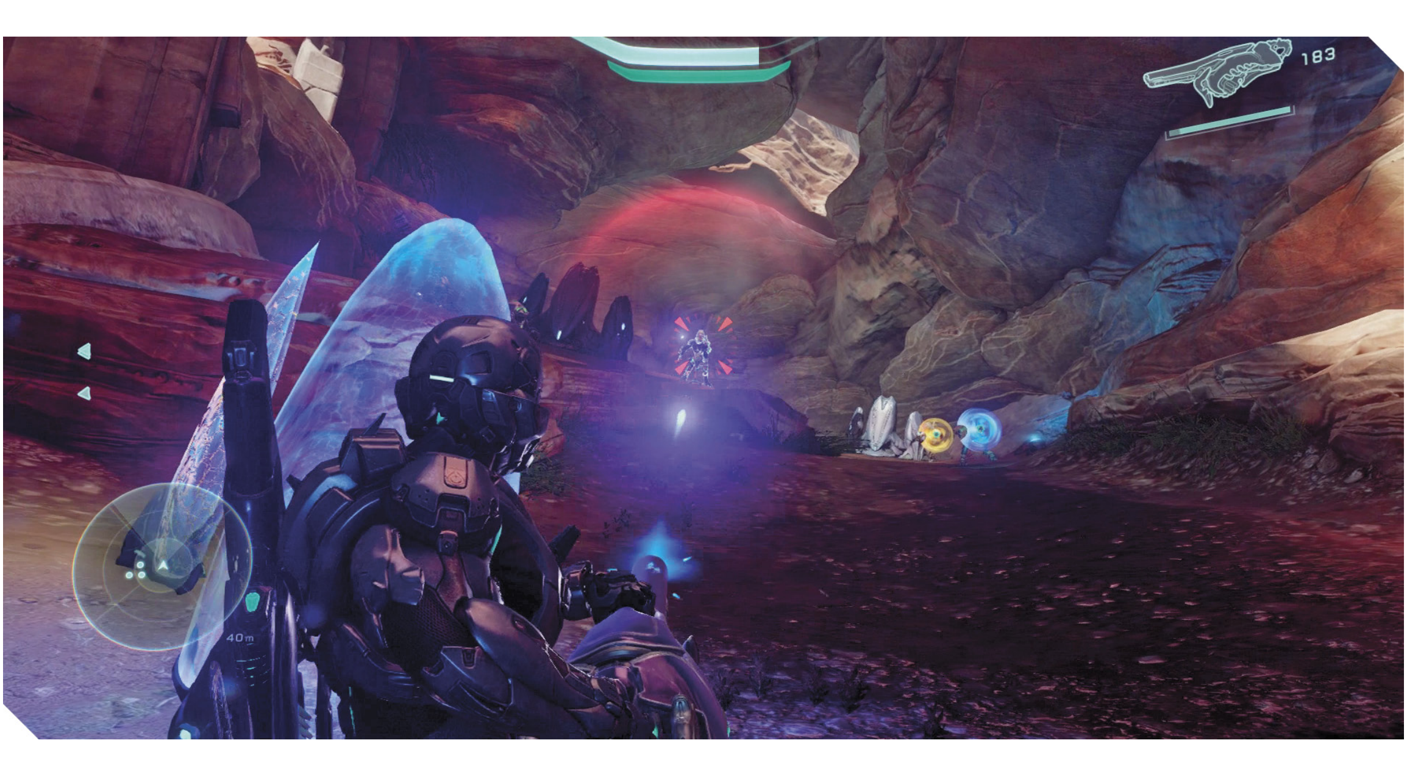
When you're ready to advance, turn left and make a sprinting leap from the plateau, aiming to land on the left ledge. Keep sprinting after you land and perform a Spartan Charge to smash through the weak wall ahead **15**.



The passage beyond the wall features a Plasma Caster. Advance and use the weapon to annihilate the remaining Covenant in the Canyon. Smash through the next weak wall ahead **16** to advance even farther.



Farther ahead, the canyon makes a sharp left turn and rises steeply, leading you to greater heights. Beware: The Covenant forces have set up another Plasma Cannon Turret at the bend **17**. Restock your weapons before advancing on it, potentially detaching the previous Plasma Cannon Turret from its mount and bringing it along. (It may have already been knocked loose from its mount during the battle.)

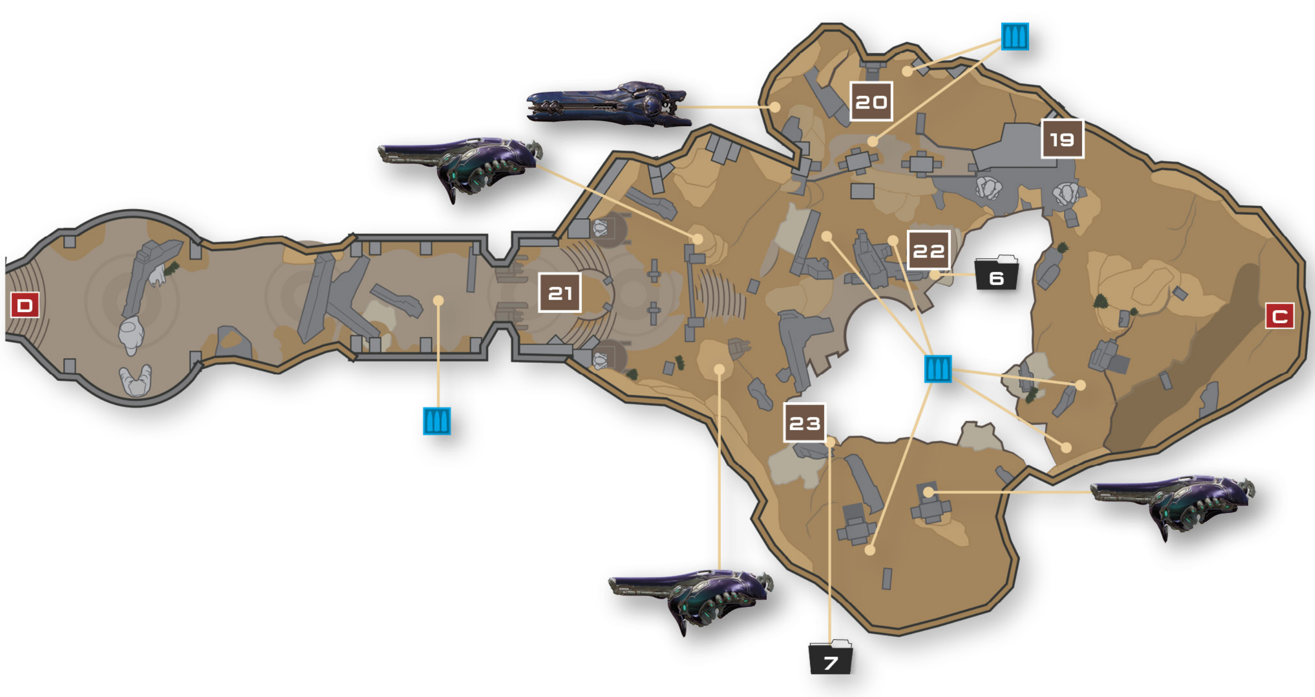


FLANKING THE CANNON

Climb the rocks on the left as you approach the second Plasma Cannon Turret **18** to flank its gunner.

Mission 8: Swords of Sanghelios

Major Firefight: Sanghelios Ruins



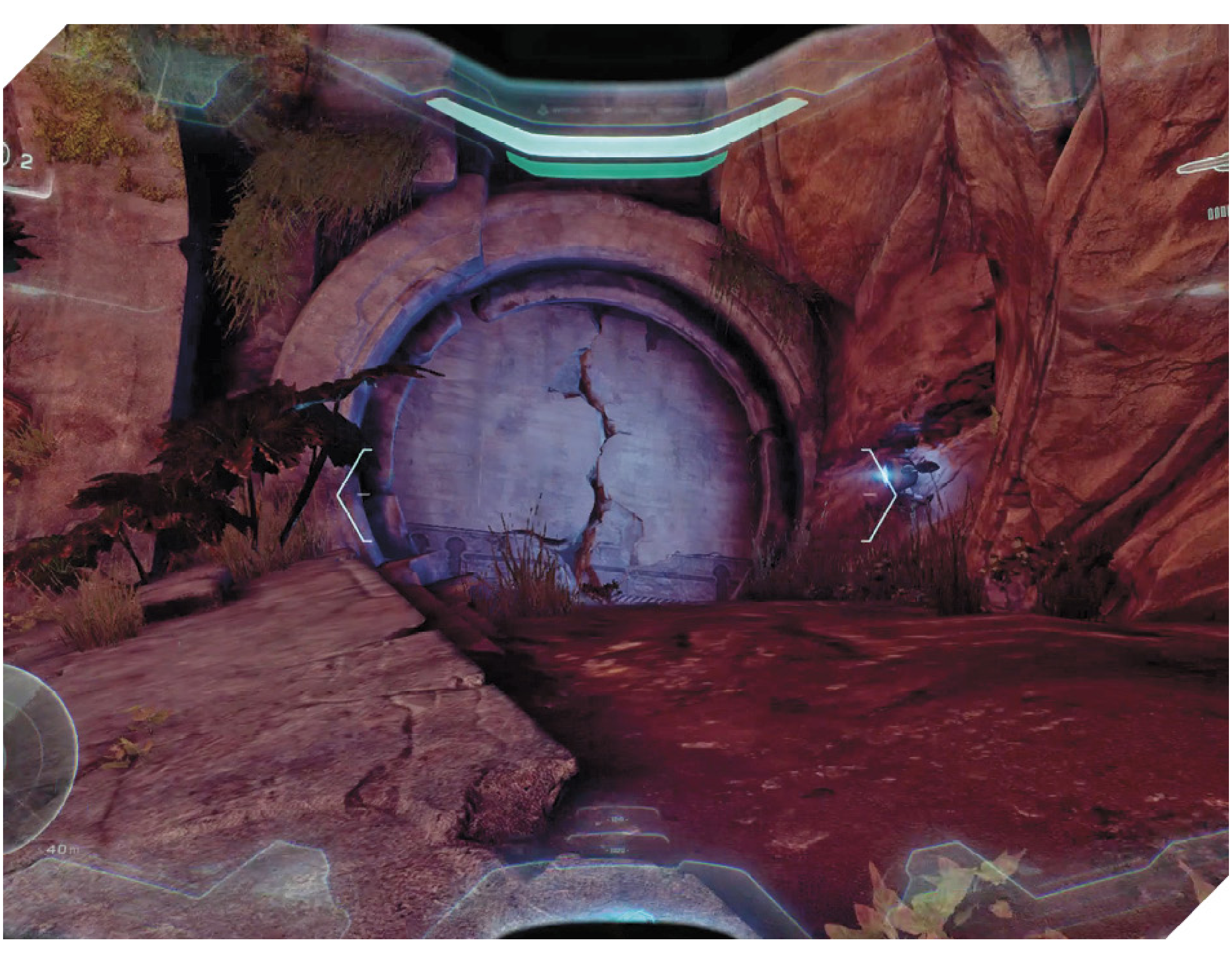
After turning a corner, the canyon widens into a spacious ruin that's crawling with Covenant foes. Two paths lead around the ruin's perimeter: one to the left, and another to the right. It's wise to split up Fireteam Osiris during this dangerous uphill climb; otherwise, you risk drawing heavy fire from the hostiles on the opposite path.

RECOMMENDED LOADOUT

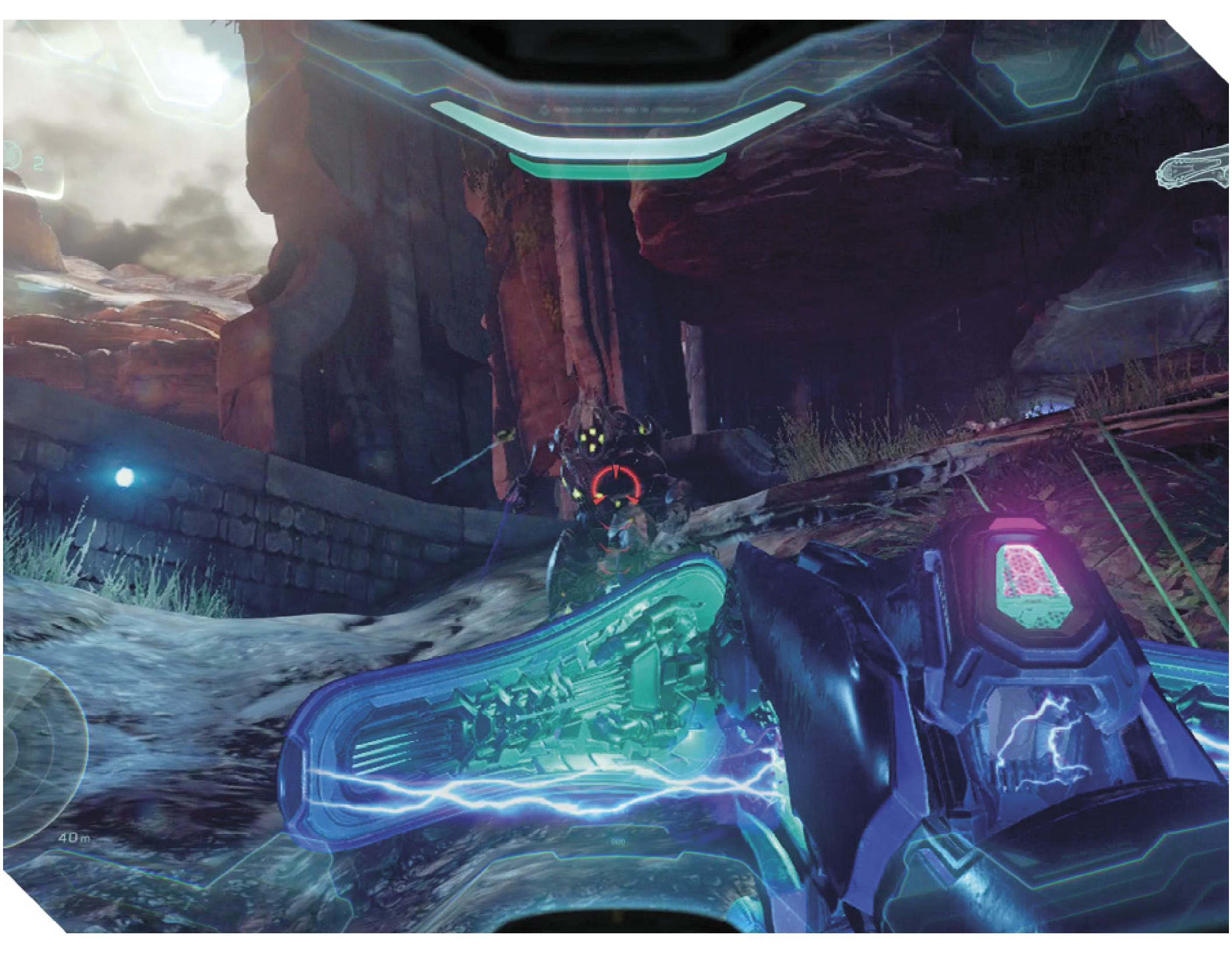
A well-stocked Carbine continues to be an advantage in this battle; use it to quickly eliminate distant threats with headshots. If you grabbed the Plasma Caster beyond the weak wall back at **15**, use it as your backup, charging up shots and sticking them to key targets such as Elites. A Plasma Pistol, Storm Rifle, or Needler will also help you quickly cut down any Elites you meet during your ascent.

OBJECTIVE: CLIMB THE RUINS

Pick off as many threats as possible with a Carbine as you enter the ruin, then go right to reach a weak wall **19** that resembles a cracked circular door. Smash through to discover a side passage that lets you flank the Covenant along the main trail.



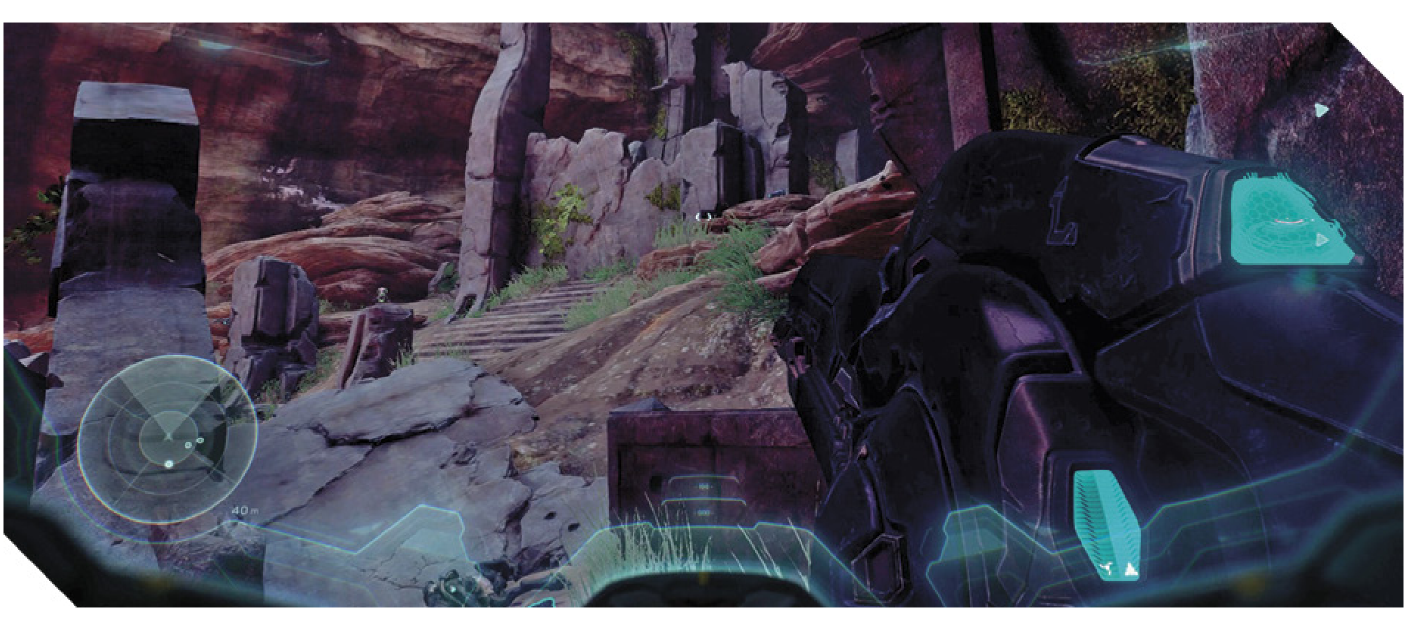
Beware: Two shield-toting Jackals and an Energy Sword Zealot cloaked in Active Camouflage lurk in the passage beyond the weak wall. Annihilate them with the Plasma Caster if you still have ammo, or fall back and toss grenades. The Zealot is extremely dangerous; don't let it close in and strike.



LEGENDARY STRATEGY

Before rushing to smash through the cracked circular door at **19**, work at neutralizing two distant Jackal Snipers that only appear on Legendary difficulty. They're quite lethal, so pick them off first. Once both Snipers are down, charge forward and smash through the cracked circular door, but be ready to battle the Active Camouflage-cloaked Energy Sword Zealot that awaits beyond. A Storm Rifle, Needler, or charged-up Plasma Pistol would be effective at ending the Zealot's rampage.

Deeper into the side passage **20**, a valuable Beam Rifle rests in a nook on the right. This powerful weapon helps you eliminate distant Elites, particularly those manning Plasma Cannon Turrets farther ahead. Maintain this advantageous position, neutralizing as many hostiles as possible before you advance.



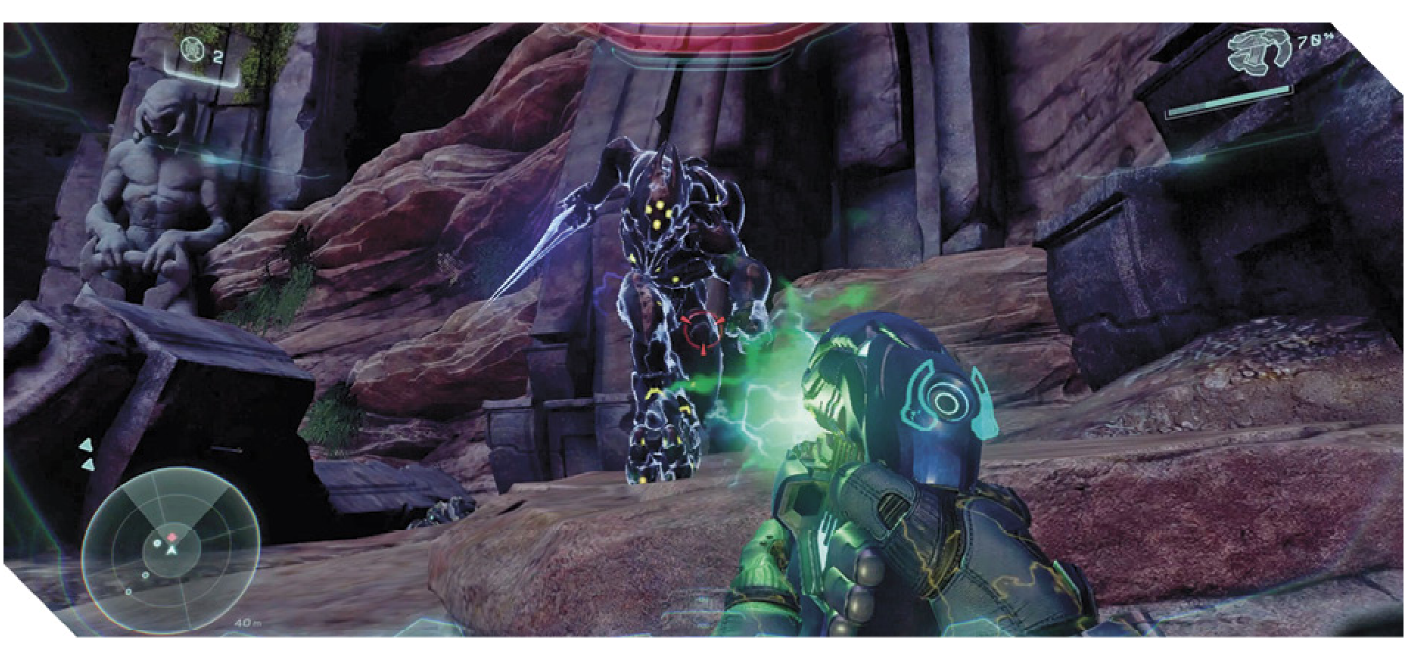
ALTERNATE APPROACH

The ruin's left path doesn't feature any secret side passages, but it is significantly wider, especially in the middle. Sprint and leap across the gaps in the path, then put the path's ample weaponry to use as you assault the enemies ahead.

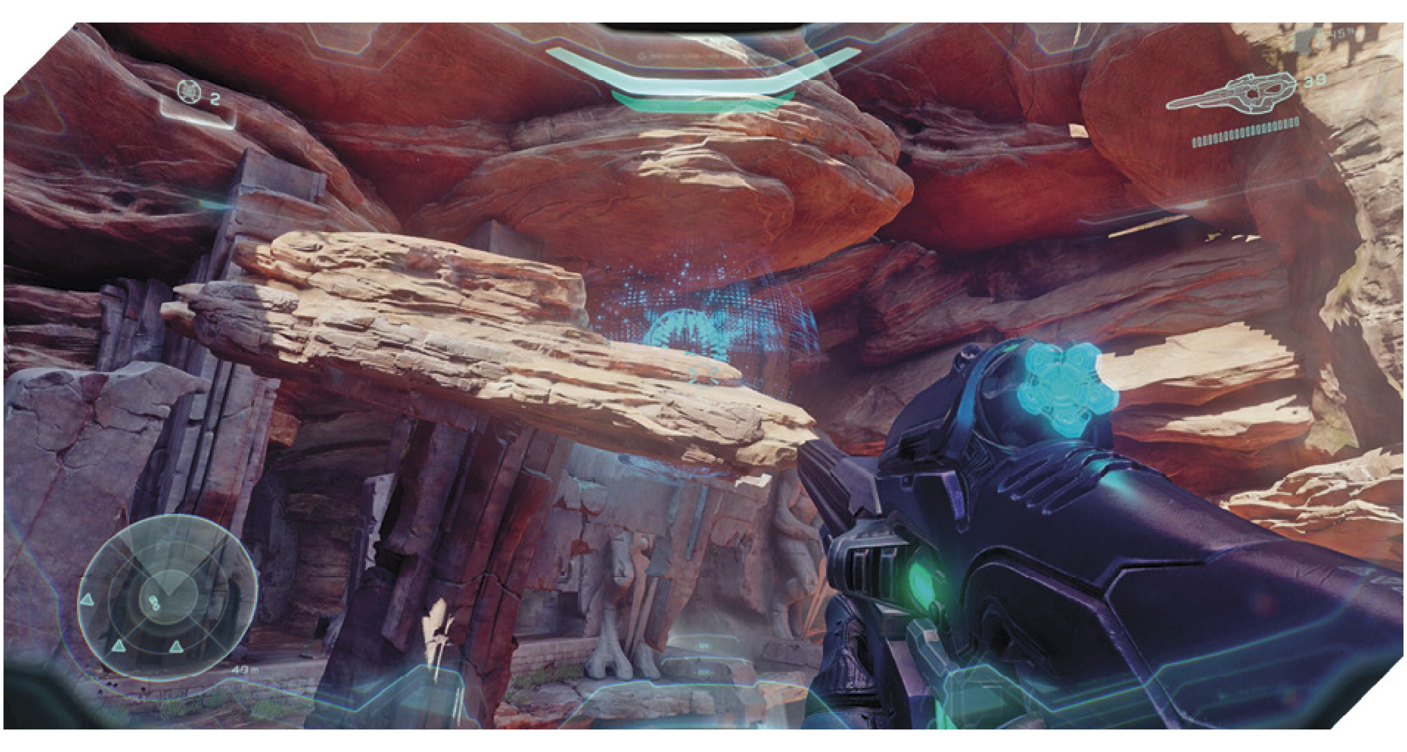
LEGENDARY STRATEGY

On Legendary difficulty, two Zealots armed with Energy Swords emerge from the top of the ruin instead of one. They aren't concealed by Active Camouflage, but they rush you nonetheless. Fall back and toss grenades or unload with a Plasma Pistol, Storm Rifle, or Needler to bring them down as quickly as possible. One clean strike from these Elites spells your end, so don't hesitate to fall back as far as needed.

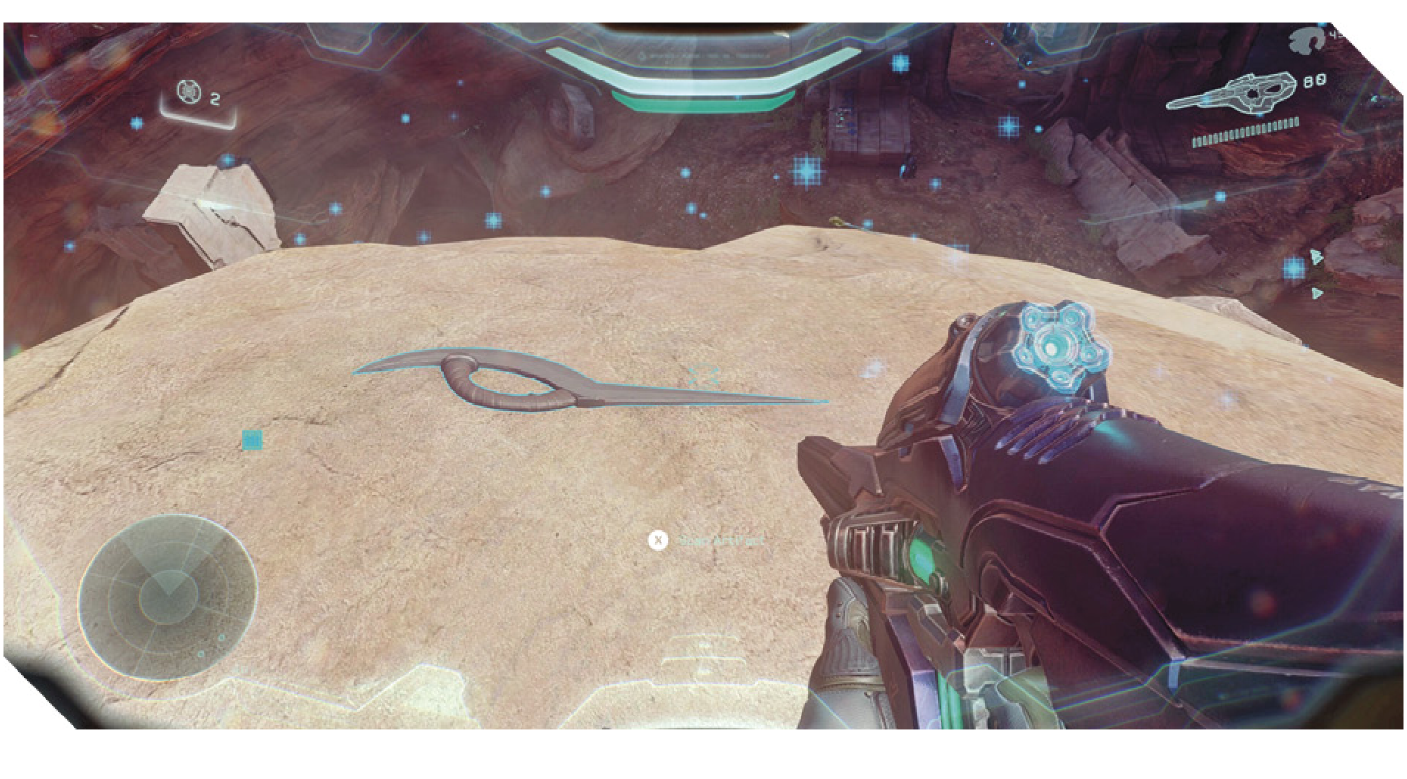
When you're ready to climb higher, grab a Plasma Pistol or Needler and duck out from the side passage. More Covenant forces emerge from the top of the ruin as you near the end of the climb, including two fearsome Elites: one armed with a Fuel Rod Cannon, and another with an Energy Sword **21**. Fall back and wipe out the advancing Energy Sword Zealot before advancing on the Elite with the Fuel Rod Cannon. Neither foe features Active Camouflage, so mark both foes as priority targets for Osiris and bring them down with all speed.



Before entering the ruin that the Covies were so desperately protecting, take a moment to search the area for a few items of intel. The first lies atop the high, central rock spire **22**. Use Artemis to spot it, then carefully climb the nearby fallen pillars on your way to the top of the rock.

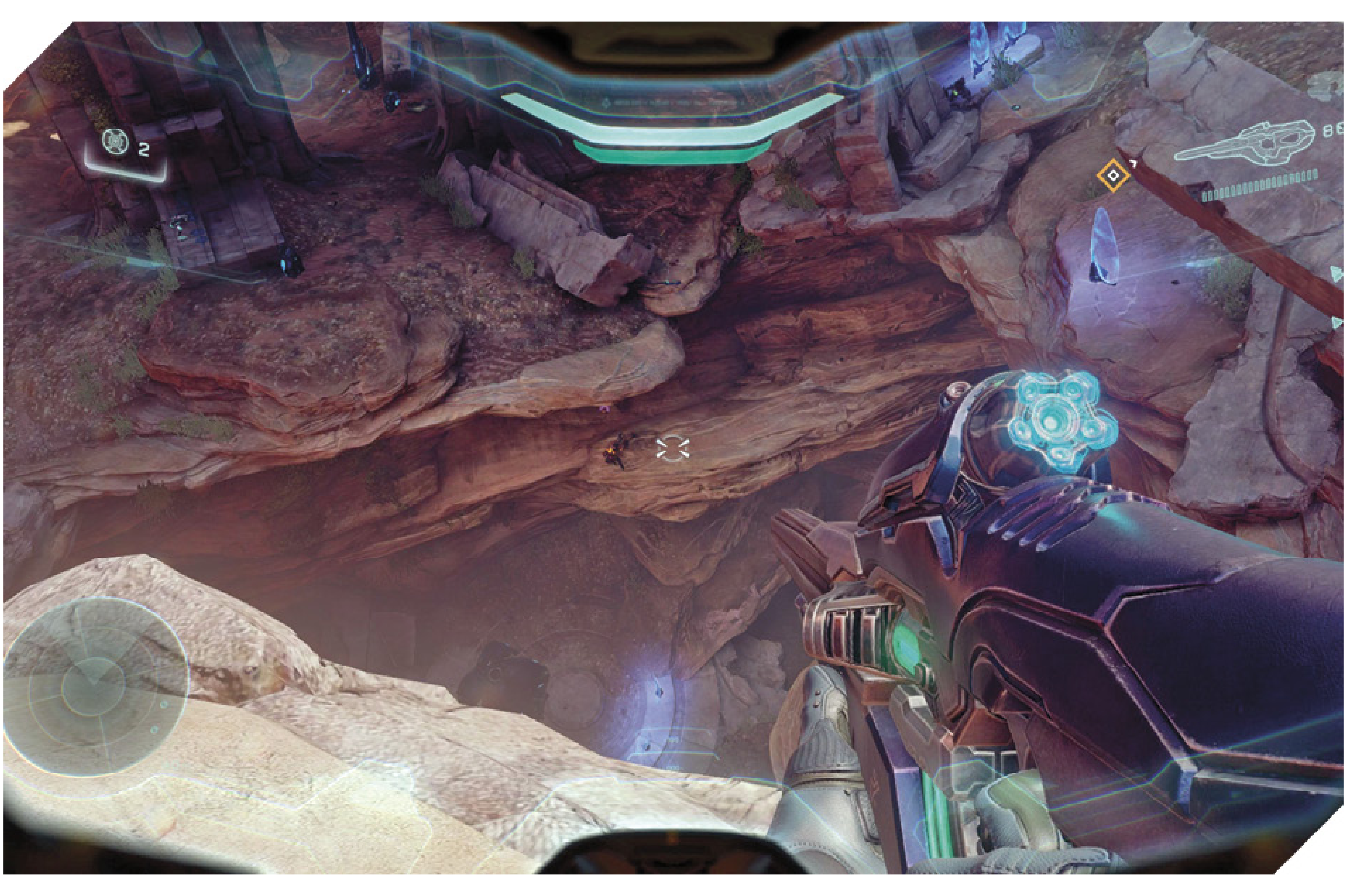


The item turns out to be an ancient Sangheili blade. Scan it for some ancient Elite wisdom.

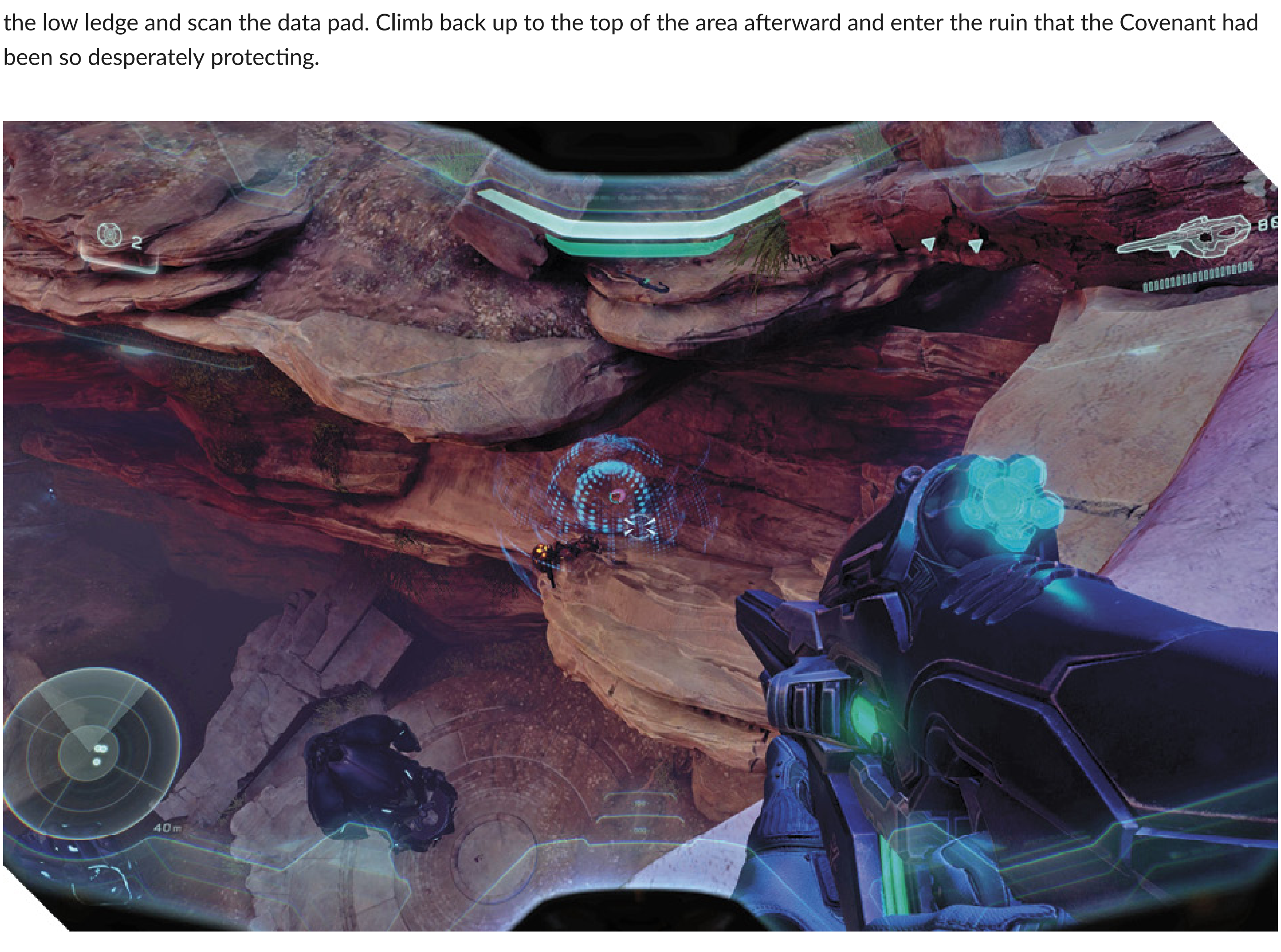


MISSION 8 INTEL ACQUIRED (6/12)

After scanning the sword for intel, look over at the left path, which you might have taken around the area. A ledge just below the path features a fallen Elite and a Covenant data pad **23**.



You can't reach the data pad's ledge directly from the rock spire; carefully drop down and loop around the area, then drop to the low ledge and scan the data pad. Climb back up to the top of the area afterward and enter the ruin that the Covenant had been so desperately protecting.

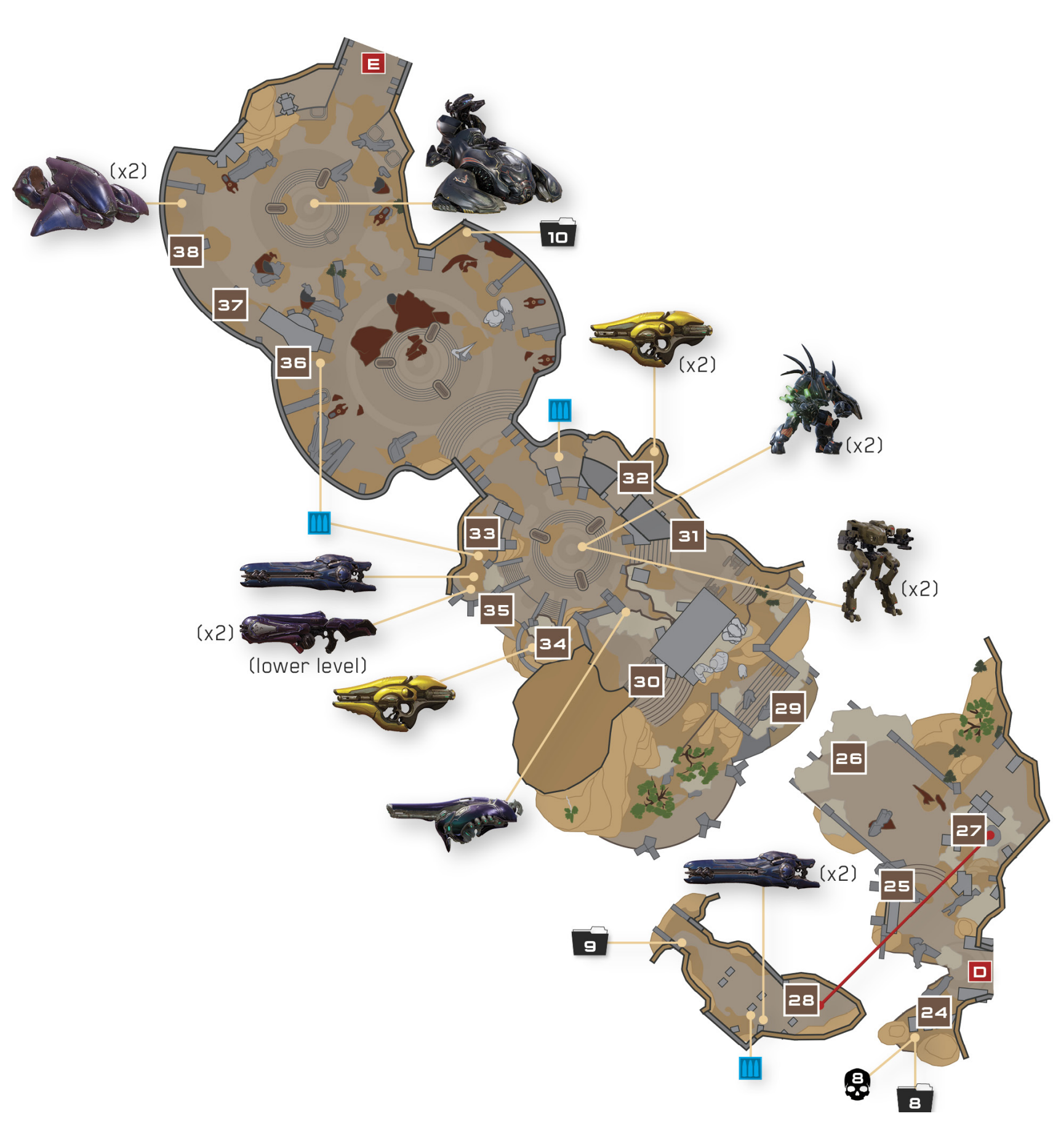


MISSION 8 INTEL ACQUIRED (7/12)

CAMPAIGN WALKTHROUGH

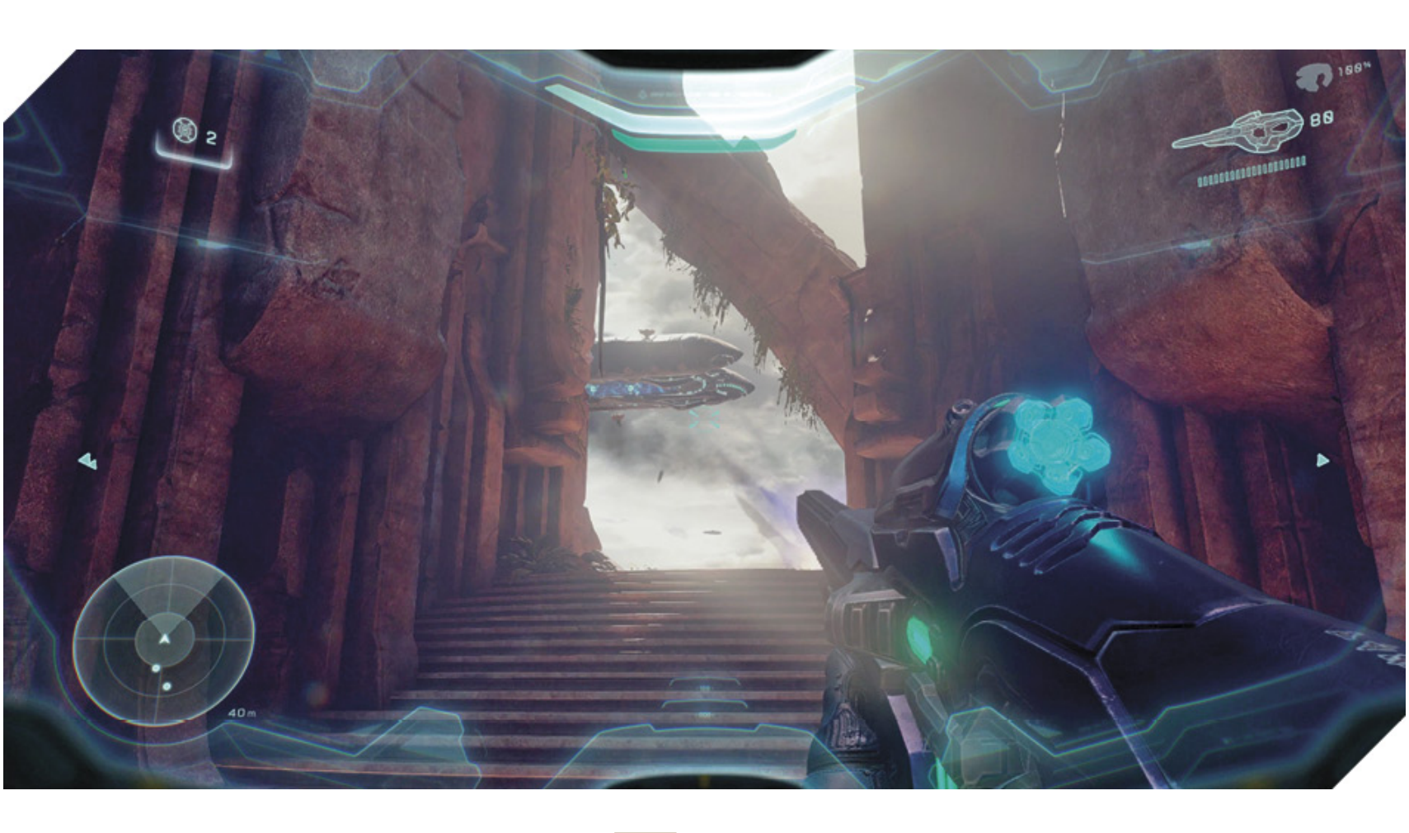
Mission 8: Swords of Sanghelios

Hornet's Nest

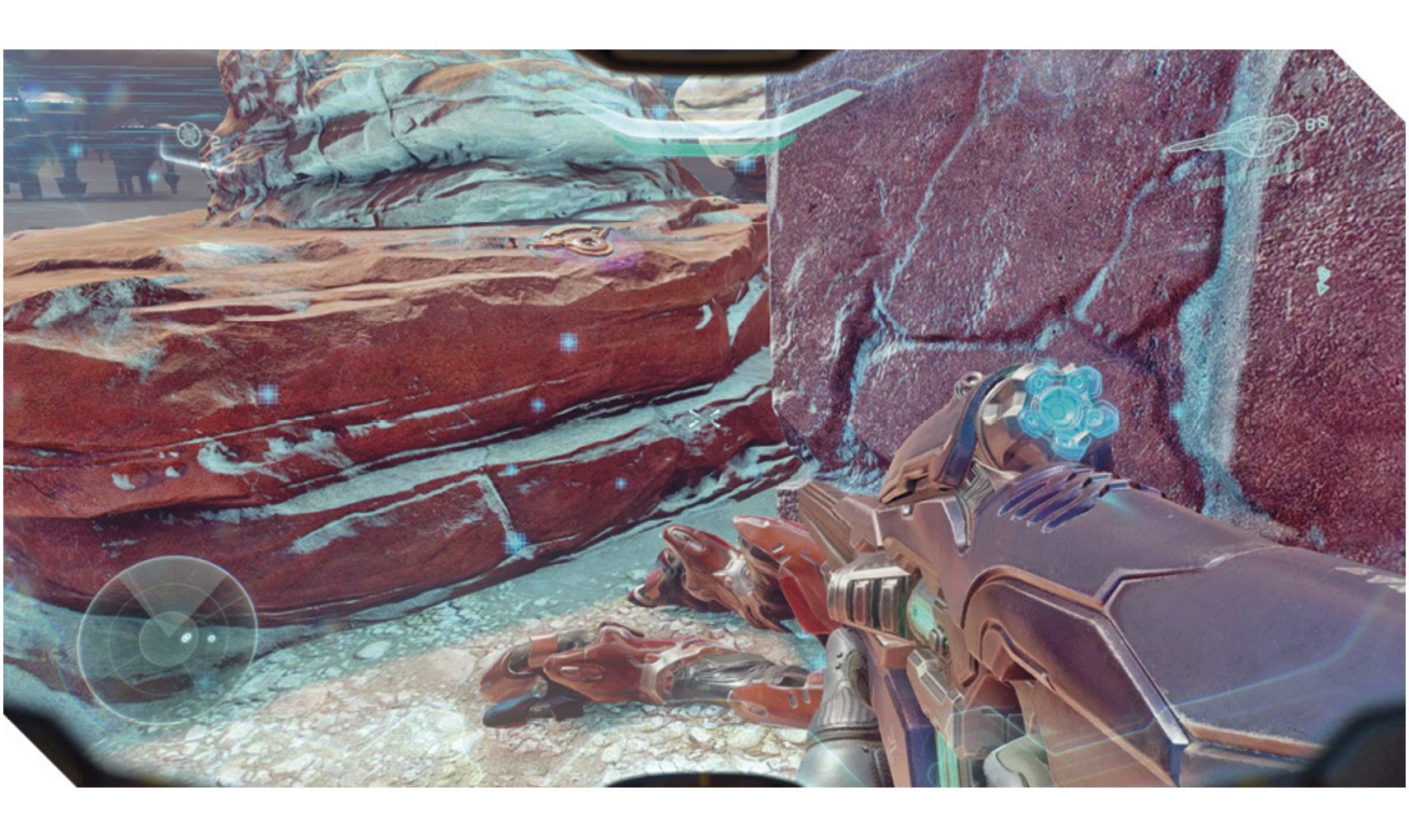


OBJECTIVE: FIND THE ARBITER (CONTINUED)

The sounds of battle greet you as you pass through the ruin; more Covenant forces are staging an assault just outside. You're getting close to the Elder Council Chamber where the Arbiter is standing his ground. Time to pick up the pace, Spartan.

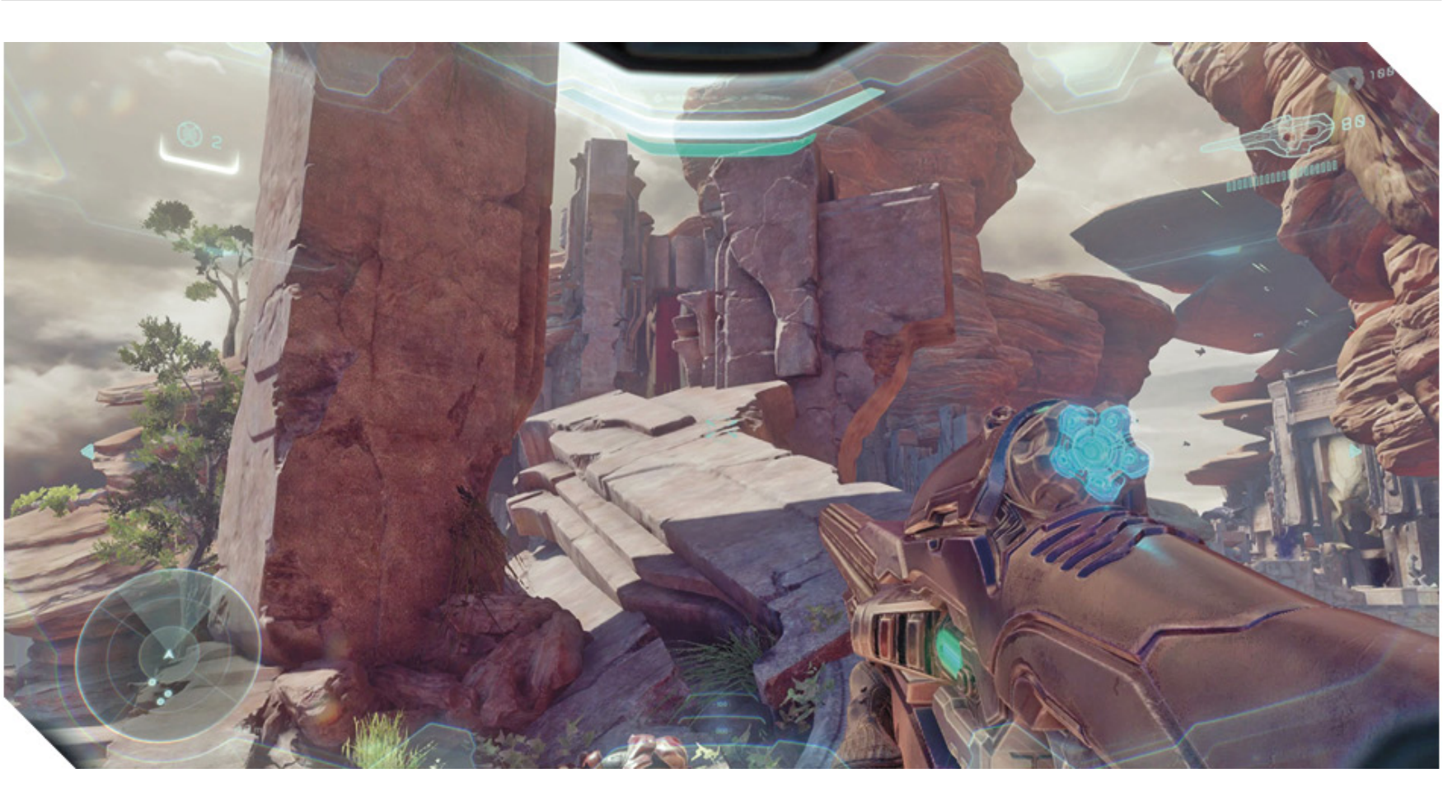


As you exit the ruin, turn left and search behind a pillar 24 to discover a data pad dropped by a fallen Elite. Scan it for new intel.

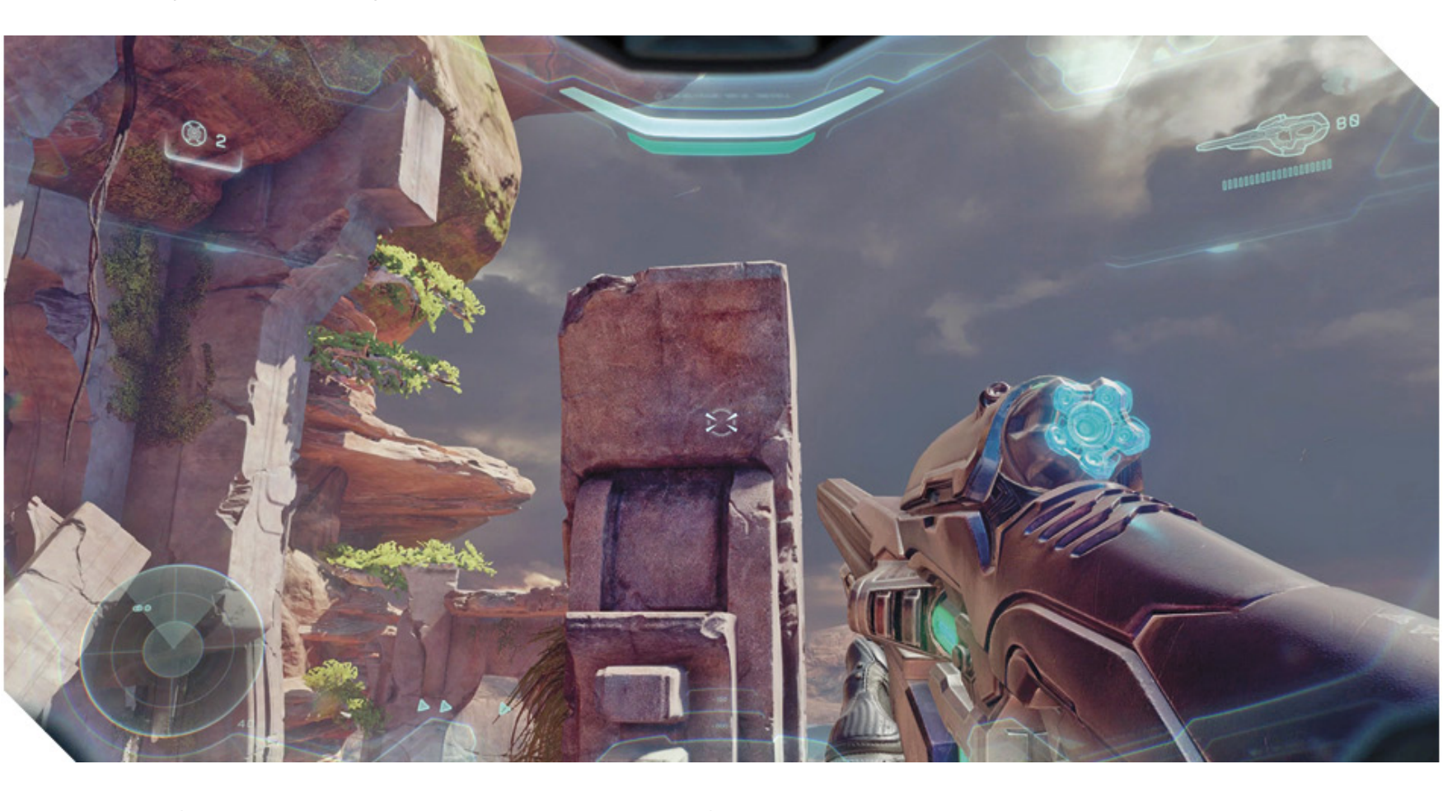


MISSION 8 INTEL ACQUIRED (8/12)

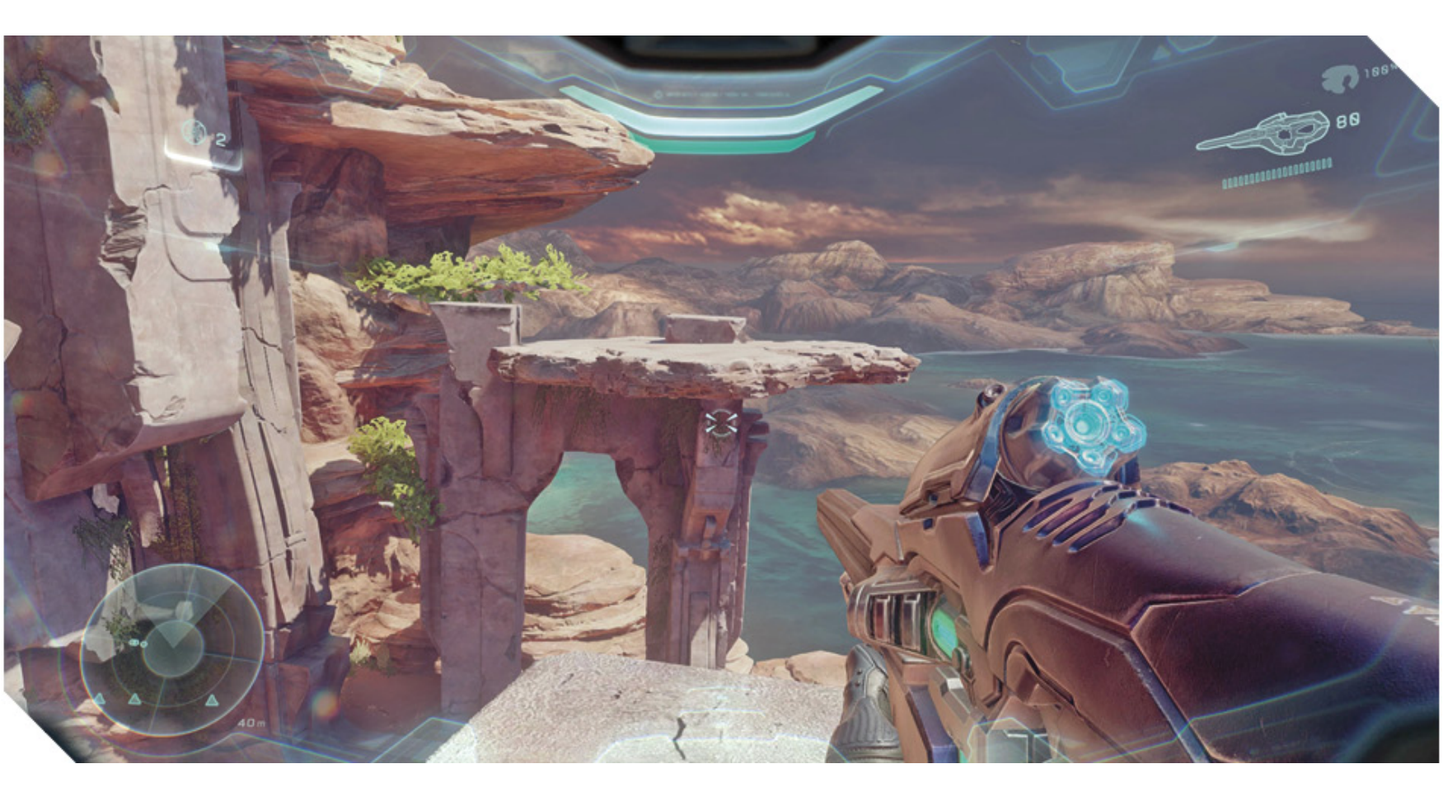
SKULL 8 OF 13: MYTHIC



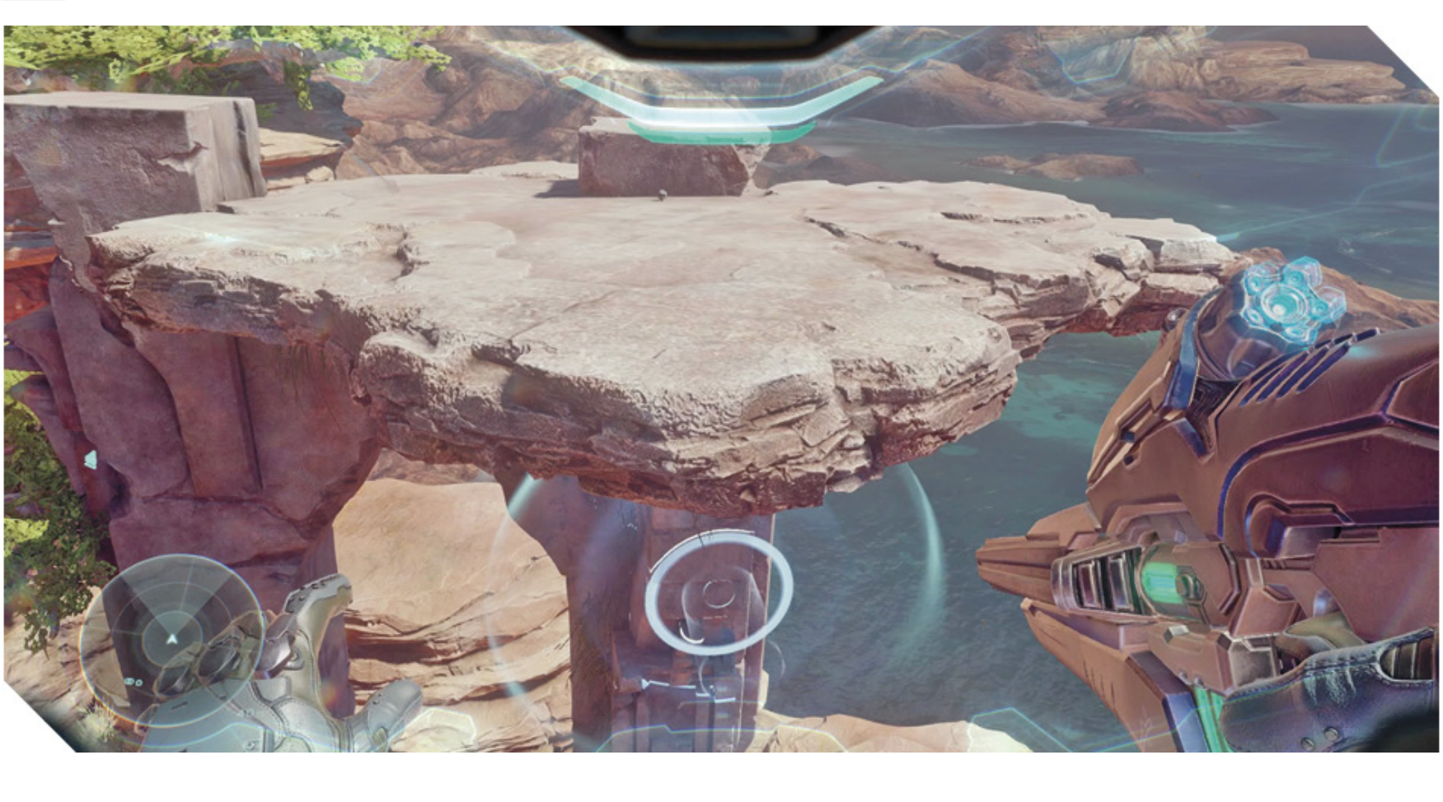
This mission's secret Skull is stashed on the pillar above the data pad you've just scanned 24. Reaching it requires some tricky jumping between the surrounding pillars. Approach the nearby pile of crumbling pillars 25 and scale the fallen one to reach the top of the shortest pillar.



From the top of the shortest pillar, jump to the nearby pair of taller pillars. Climb to the top.

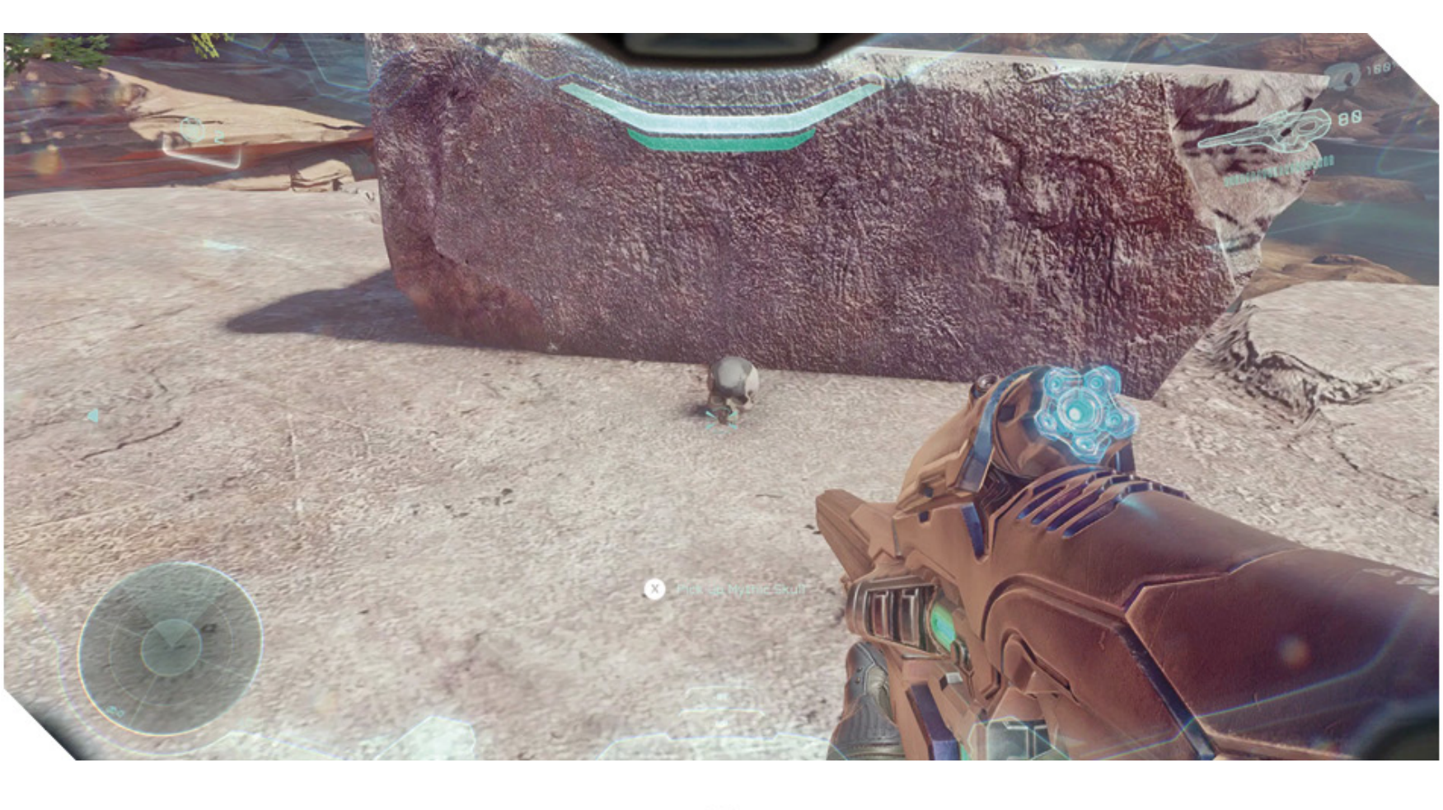


Now for the hard part: You must make a sprinting leap from the top of the tall pillars to reach the top of the Skull's pillar 24. Back up so that you have just enough room to hit a full-speed sprint, then sprint forward and leap toward the Skull.



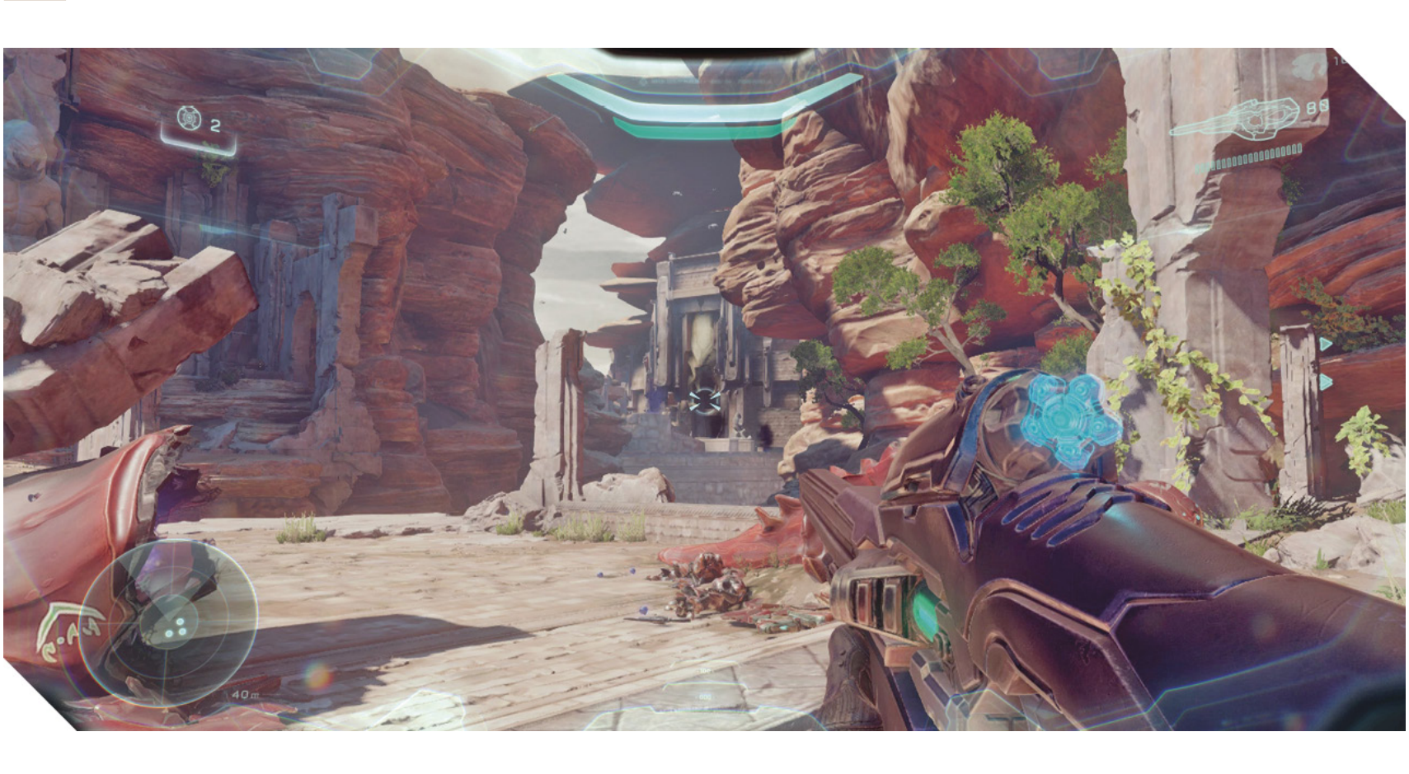
Even if you thrust forward mid-jump, a sprinting leap isn't enough to reach the Skull's pillar. To clear the distance, you must sprint, jump, and briefly initiate a Ground Pound by holding the Melee button in midair. Don't release the Melee button to execute the Ground Pound; you're only initiating the maneuver for a bit of extra hang time. Engage your thrusters to cancel the Ground Pound and boost forward instead.

If you do it right, you'll be able to grab the edge of the Skull's pillar and climb up. This tricky jump is far from easy, but it is possible if you set it up with care. Claim your prize and then return to the mission at hand.

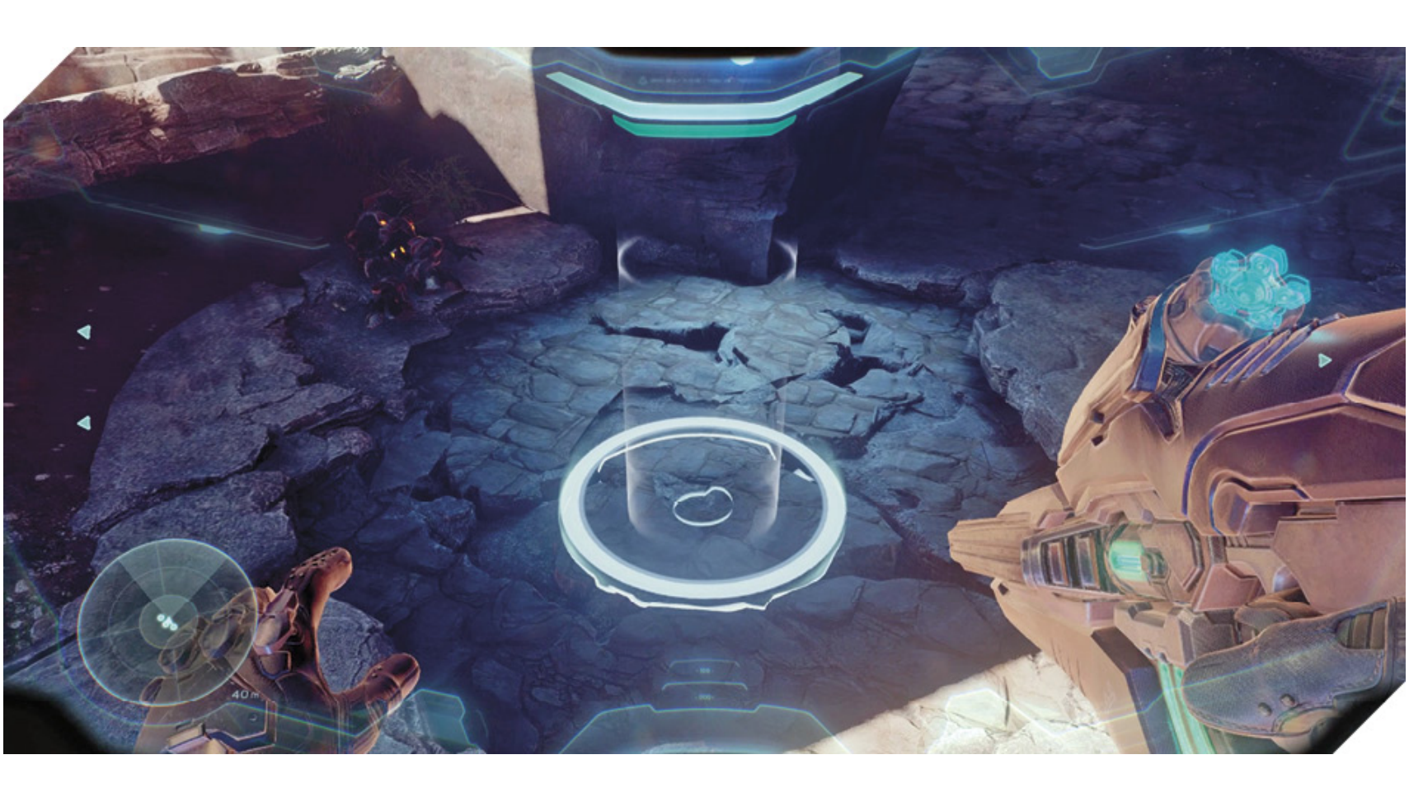


* * *

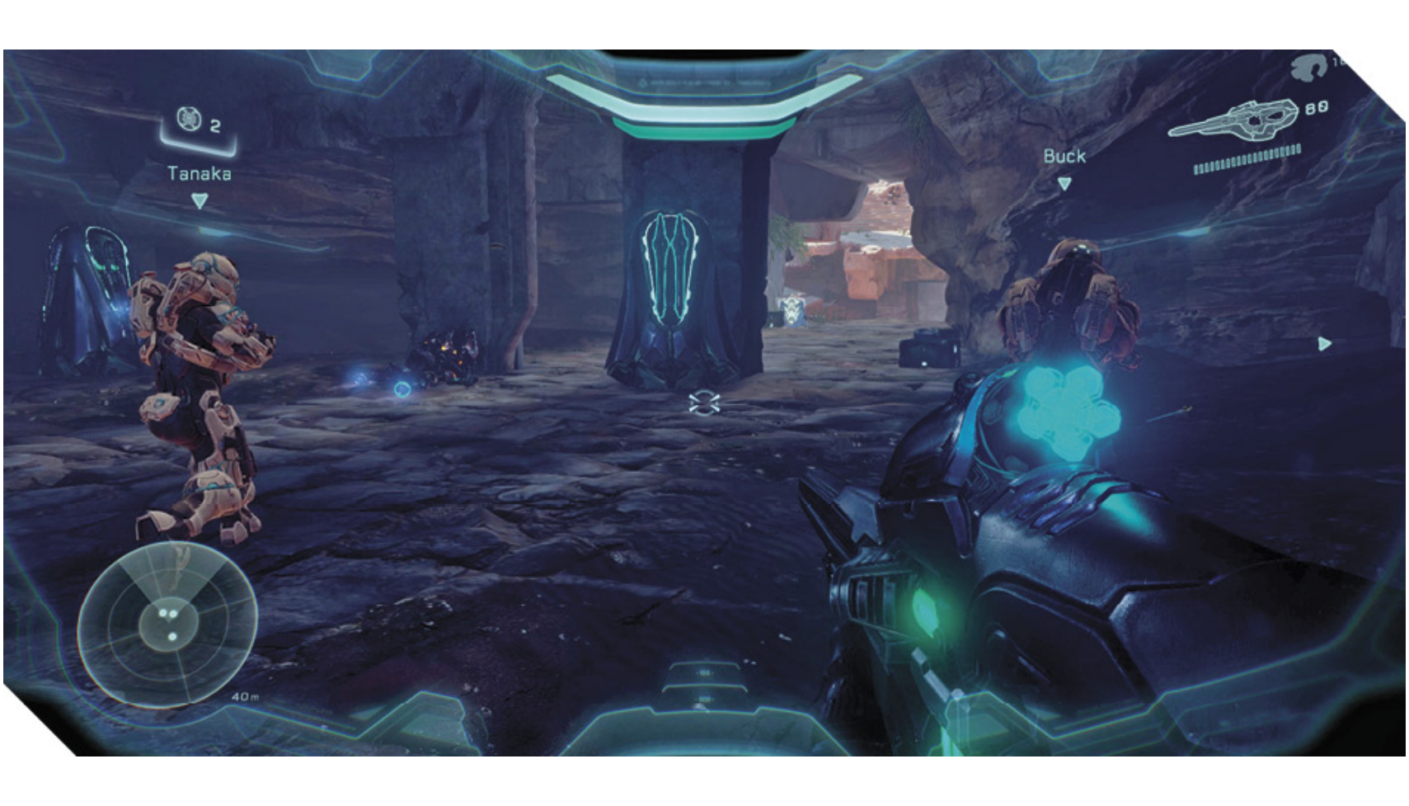
Advance along the cliff trail, taking note of the Elder Council Chamber in the distance. It's the focus of Covenant fire, but there's no direct means of reaching it. You'll need to pass through the ruin on your left, but the bridge leading to it is broken 26.



Rather than jumping across the broken bridge, turn around and search the nook behind you for a patch of weak ground 27. Smash through with a Ground Pound (jump and hold the Melee button) to land in a lower area beneath the bridge 28.

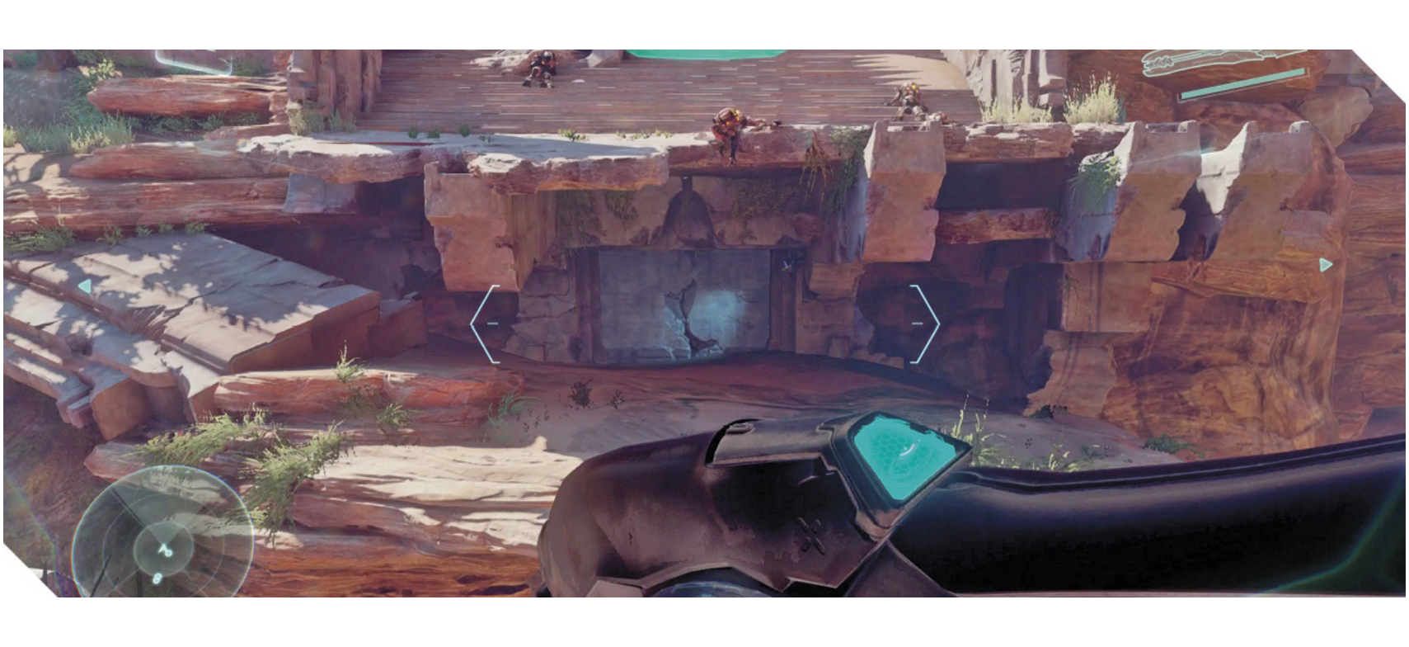


Covenant weapon crates stocked full of Carbines and Beam Rifles await you beneath the bridge 28. Load up and then scan the nearby data pad for more intel.



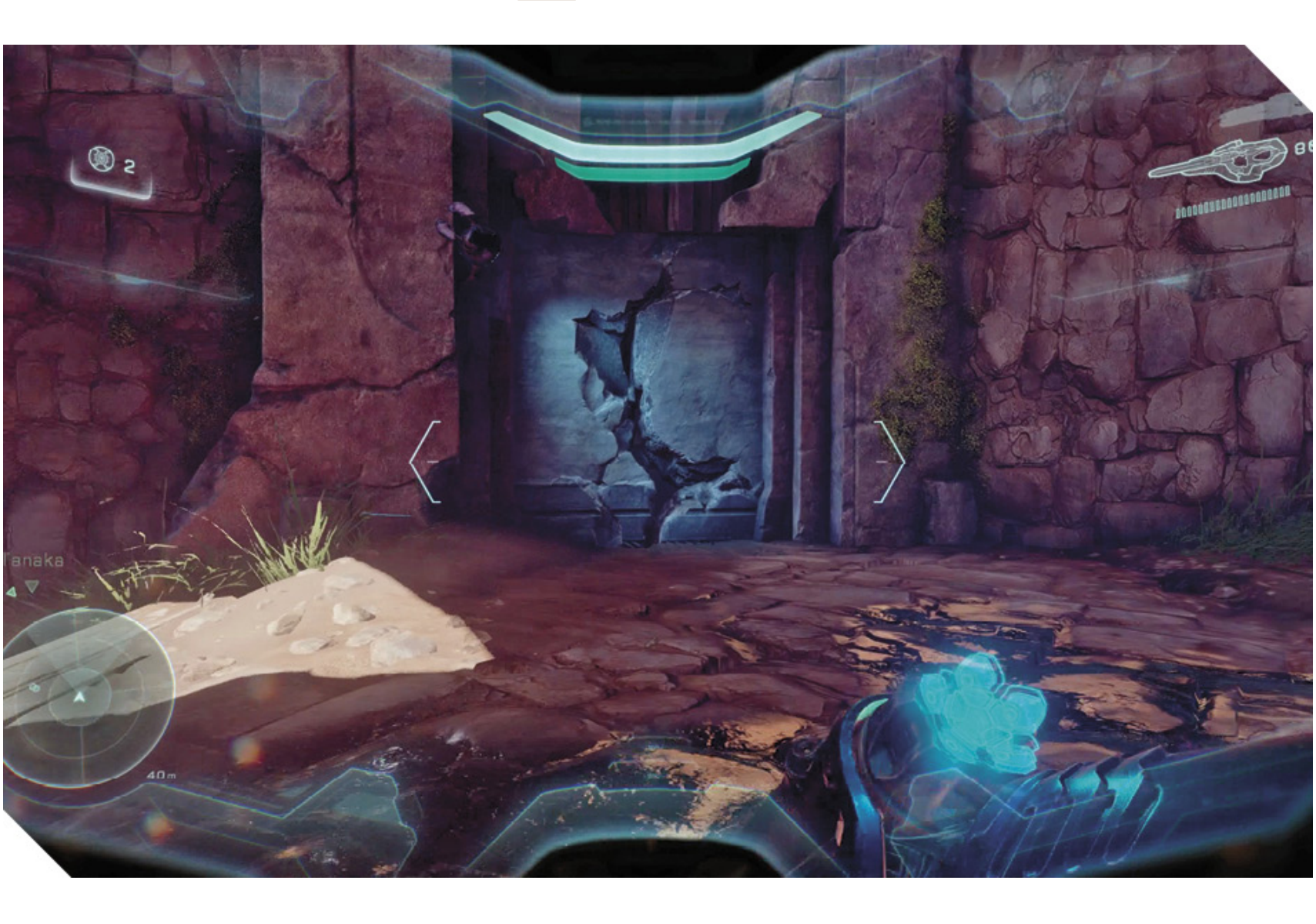
MISSION 8 INTEL ACQUIRED (9/12)

Leap the gap in the bridge afterward, landing near a weak wall 29. Charging through the wall sets you up to battle more Covenant in the ruin ahead, but there's a smarter way to approach this battle.

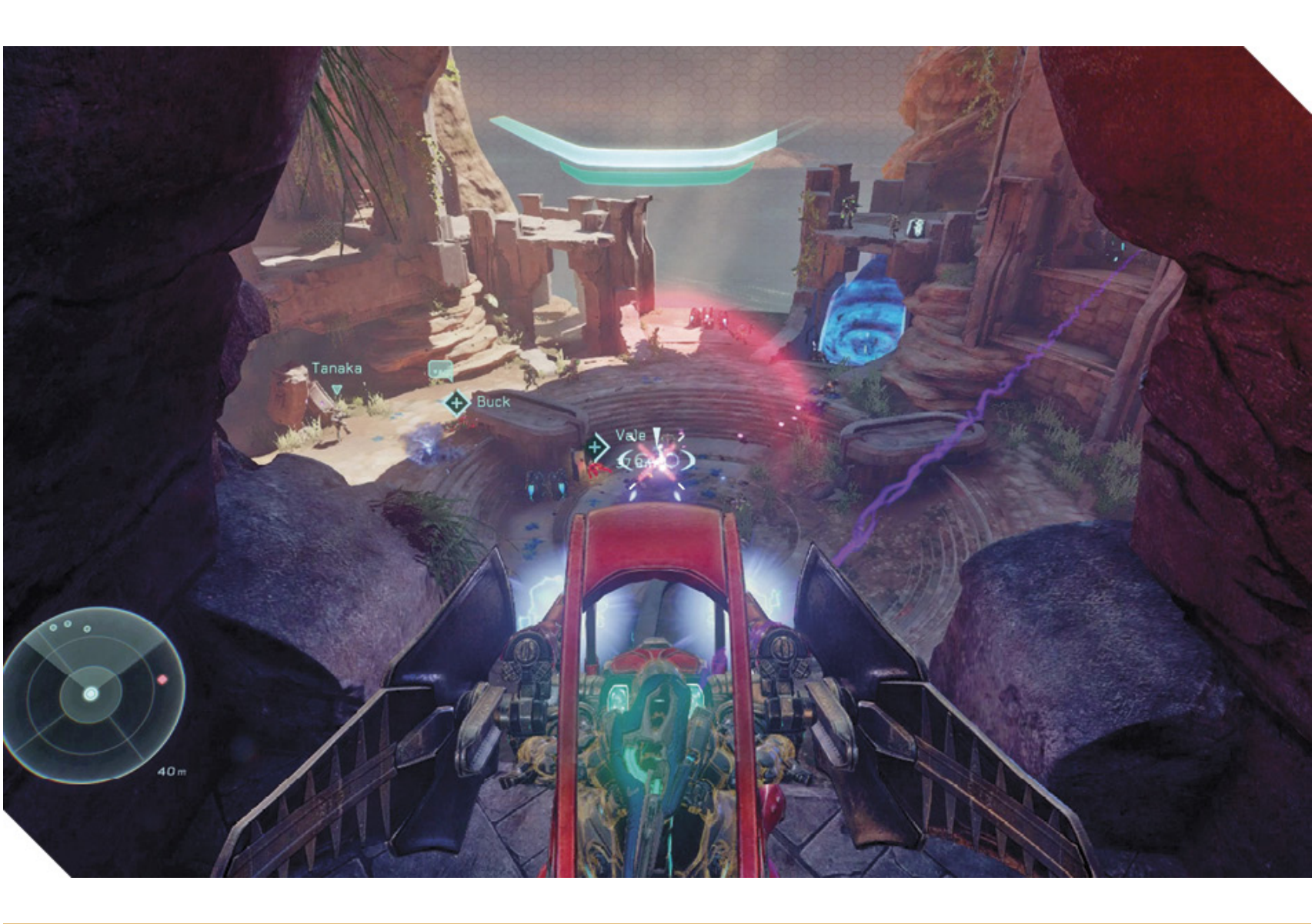


OBJECTIVE: SECURE LANDING ZONE

Rather than smashing into the ruin via the cracked wall at its base, climb the rocks on the left to reach a higher entry point 30. Smash through a weak wall 31 on your right to access an excellent sniper's ledge that's stocked with two Fuel Rod Cannons and features an unmanned Shade Turret 32. Put your newfound Beam Rifles to use from this superior vantage.



Use the Shade Turret to annihilate the Covenant below as well, but don't hesitate to abandon the Shade Turret if you start drawing heavy fire. Try to conserve the Fuel Rod Cannons for a pair of inbound Hunters.

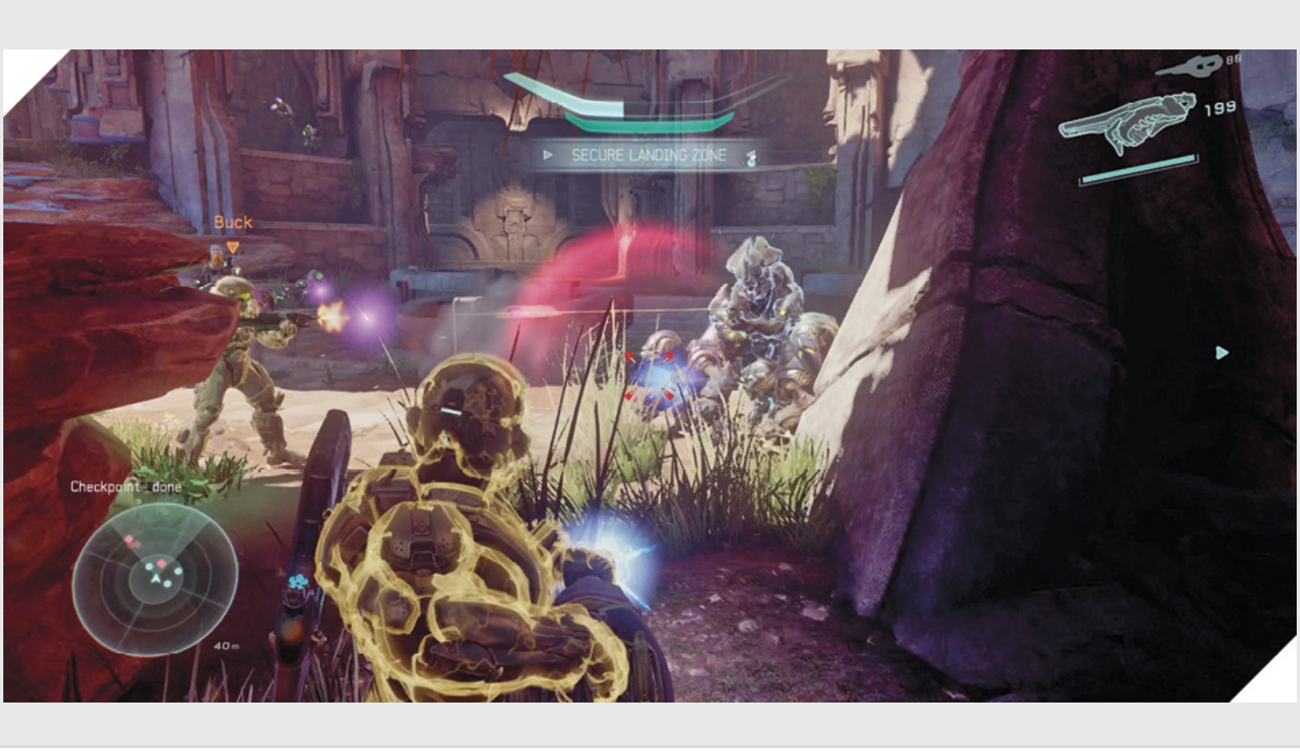


BEAM RIFLE PERCH

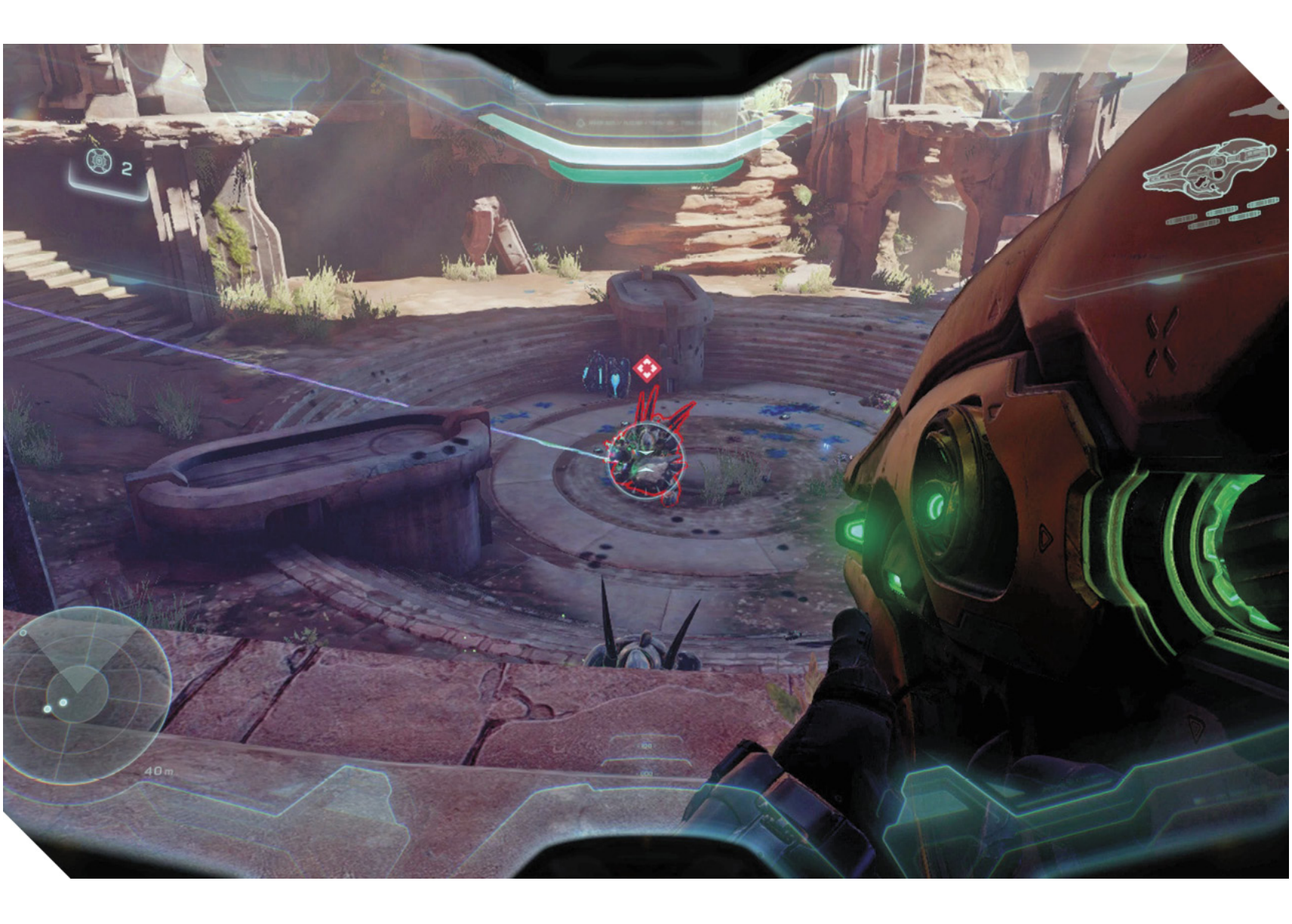
Keep moving around the ledge; you can leap to another weak wall 33, beyond which lies a Beam Rifle and another fantastic firing vantage.

ALTERNATE APPROACH

If you prefer a straightforward approach, smash into the ruin via the weak wall at its base 29. Go left as you enter the ruin and man a Plasma Cannon Turret to unload on the unsuspecting Covenant. You're certain to draw heavy fire, so immediately detach the turret and fall back as you unload.



It's not long before a Spirit deploys a pair of Hunters. Remain on the Shade Turret ledge and use the available Fuel Rod Cannons to batter the Hunters from on high. Loop around the ledge to gain angles on their vulnerable backs, and leap over to the Beam Rifle perch 33 for even more firepower.



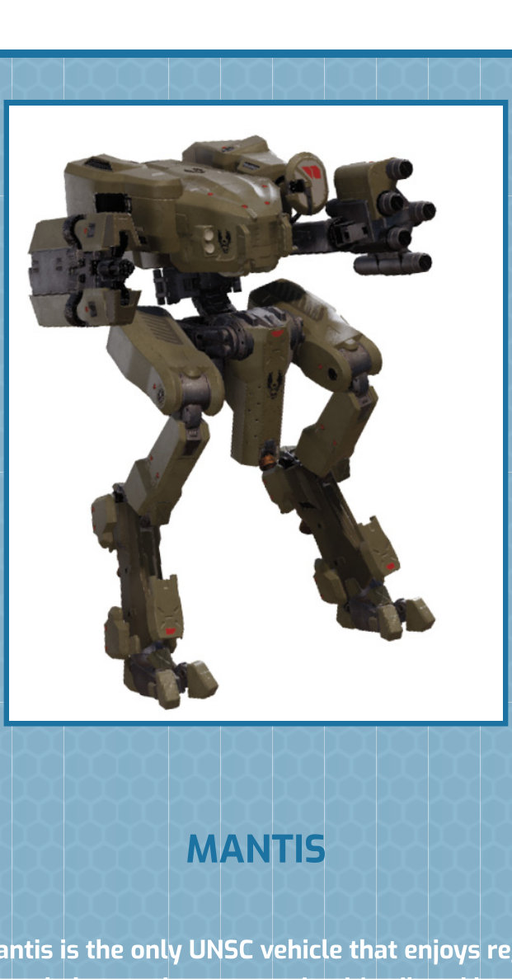
GROUND-LEVEL POWER

If you're battling the Hunters on the ruin's ground level, go left to discover a Fuel Rod Cannon dropped by a fallen Elite 34. Keep going and smash through a weak wall 35 on the ground level to discover two Plasma Casters in a weapon rack. Now you're ready to take on those Hunters!

LEGENDARY STRATEGY

The sniper's ledge 32 is a vital position to control during Legendary play. Get up there and turn loose the Shade Turret against the Covenant below. The Shade will draw lots of fire on Legendary, including grenades, so don't use it for long. Pick off Covies with smaller arms such as a Carbine, saving the available Fuel Rod Cannons and Beam Rifle for use against the Hunters.

After both Hunters fall, a friendly Phantom arrives and deploys a pair of UNSC Mantises, along with some Swords of Sanghelios warriors to assist you. All of this backup will come in handy for your final approach on the besieged Elder Council Chamber. Climb into a Mantis and stomp forward into the next heavily guarded chamber.



MANTIS

A mighty armored walker, the Mantis is the only UNSC vehicle that enjoys regenerative shielding. This allows the Mantis to survive through extended operations, assuming it's piloted by a seasoned Spartan who knows when to fall back and recharge. The Mantis features a machine gun that makes short work of ground troops and a guided missile launcher that can track and obliterate more hardened targets. If foes threaten to swarm the Mantis, press the Melee Attack button to unleash a powerful foot stomp to knock all nearby foes for a loop.

ACHIEVEMENT: PREYING MANTIS

If you're playing Co-op mode on Heroic or Legendary difficulty, you can work together with a friend on completing an Achievement. Simply pilot a Mantis while your Co-op buddy does the same, and avoid exiting your Mantises for the duration of the mission. Neutralize all threats with your Mantises' excellent weaponry, and ensure that neither Mantis is destroyed. Reach the mission's end without exiting your Mantises to earn this Achievement!

OBJECTIVE: REACH THE ELDER COUNCIL CHAMBER

More Covenant troops guard the ruin's next chamber, and many more are soon deployed via an inbound Spirit. Put your newfound Mantis to use and unleash its devastating weaponry to wipe out the Covies in short order.

ALTERNATE APPROACH

With only two Mantises, two members of Fireteam Osiris are left to go it on foot. Follow the Mantises into the next chamber, then duck into the passage on your left 36. Here you'll enjoy excellent cover, along with the ability to flank the enemy. Smash through two weak walls ahead at 37 and 38 to reach four Plasma Casters and a pair of parked Ghosts kept safe behind shields. Destroy the shield generators and use your newfound toys to annihilate the enemy. Ghosts are great, but you can also commandeer the vacant Wraith parked in the center of the area for even more firepower.

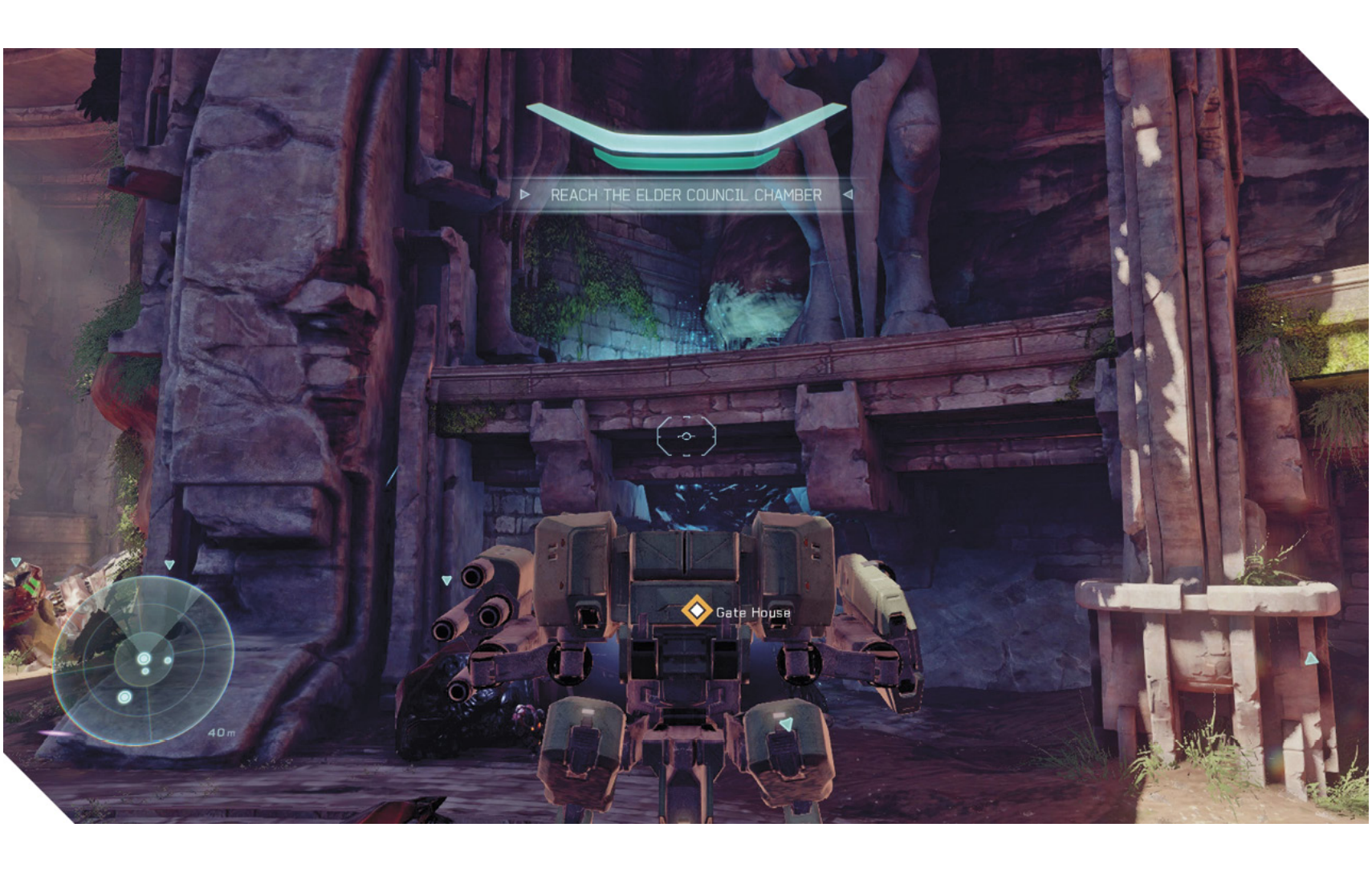
GHOST

Ghosts are swift Covenant vehicles equipped with twin Plasma Cannons. Featuring light armor and lacking regenerative shields, Ghosts rely on their speed and superior mobility to avoid inbound fire. Ghosts have thrusters and can strafe side to side, making them tough to track as they pepper threats with rapid fire. Spartans and Elites can hijack occupied Ghosts, but they risk being run over during the effort.

WRAITH

Aside from giant walkers like Scarabs and Krakens, Wraiths are the Covenant's most powerful ground vehicles. They boast heavy armor comparable to that of a UNSC Scorpion Tank, along with a powerful cannon that delivers devastating plasma mortars to targets clear across a battlefield. Like Scorpions, Wraiths can accommodate a gunner, who mans a Plasma Cannon Turret. The Wraith's main cannon is a bit more challenging to use than the Scorpion's, but the Wraith's ability to strafe grants the vehicle superior maneuverability.

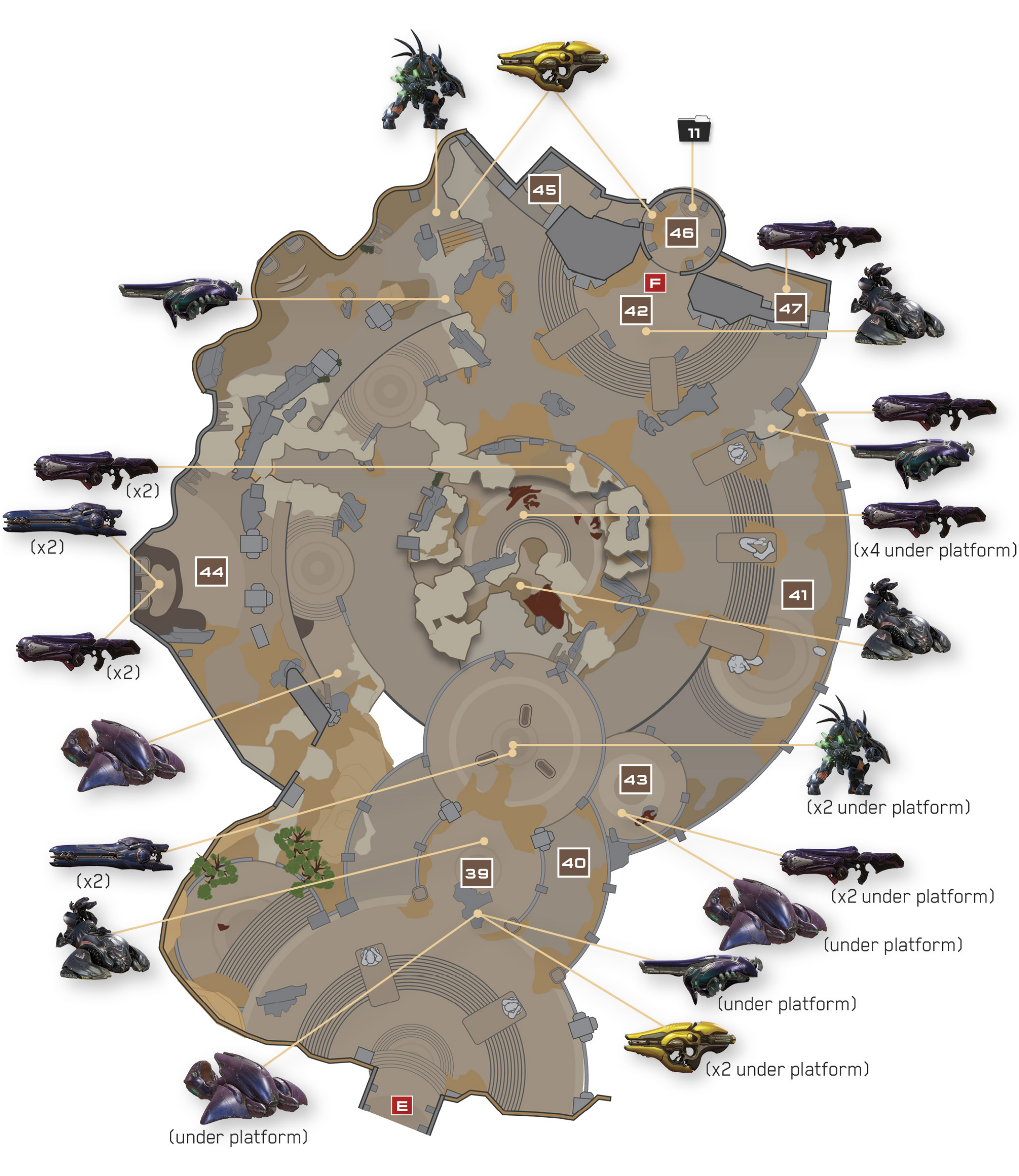
After securing the area, backtrack a bit and scan the statues on the side wall with Artemis to detect an item of interest up near the statues. Exit your Mantis and leap from the broken statue on the right to reach the item, which turns out to be a data pad. Scan it before returning to your Mantis and stomping onward.



MISSION 8 INTEL ACQUIRED (10/12)

Mission 8: Swords of Sanghelios

Major Firefight: Arbiter Approach



A vast army of Covenant forces stands between you and the Elder Council Chamber, where the Arbiter is being held. Reaching the Arbiter won't be easy, but your newfound Mantises make the effort possible. Do everything in your power to preserve your precious vehicles until the mission is complete.

RECOMMENDED LOADOUT

Not every member of Fireteam Osiris can bring a Mantis into this battle; two are left to figure things out on foot. The heavy weapons you recently found (namely the Fuel Rod Cannons and Plasma Casters) certainly help, but expect the Mantises to do most of the heavy lifting. If you managed to commandeer the Wraith, its mighty cannon and gunner turret will be invaluable.

Your first target during this intense battle is the Wraith that lobs huge cannon blasts at you as you enter. Focus fire and unleash your Mantis's explosive volleys on the Wraith to destroy it with all speed. Once the Wraith is down, turn your attention to the Elites and other hostiles guarding the entry platform 39.

LEGENDARY STRATEGY

Your Mantis won't last long on Legendary difficulty if you're not careful. Advance slowly and cautiously, launching missiles and then falling back to safety while you wait for the next volley to arm. Let your Mantis's shields recover as often as needed, for it'd be a shame to lose such a powerful offensive vehicle during this final push.

With the entry platform free of hostiles, descend the ramp on the right 40 to move beneath the platform, where two Hunters lurk. Annihilate them with the Mantis's missiles, backing off to recover shields as needed. Don't advance until both Hunters are down.

Continue advancing to your right after dropping the Hunters. Spirits deploy more Covenant troops on your right 41, including a dangerous Elite armed with a Fuel Rod Cannon. Wipe out all of the Spirit's passengers before pushing toward the far stairs 42.

Fight your way toward the far stairs 42, continuing your steady advance on the Elder Council Chamber. Another Wraith guards the stairs, along with a vicious Elite armed with a Fuel Rod Cannon. There are two more Hunters about, so continue to use the Mantis's missiles and machine guns to obliterate threats from a safe range, advancing only as far as needed to sight new targets.

ALTERNATE APPROACH

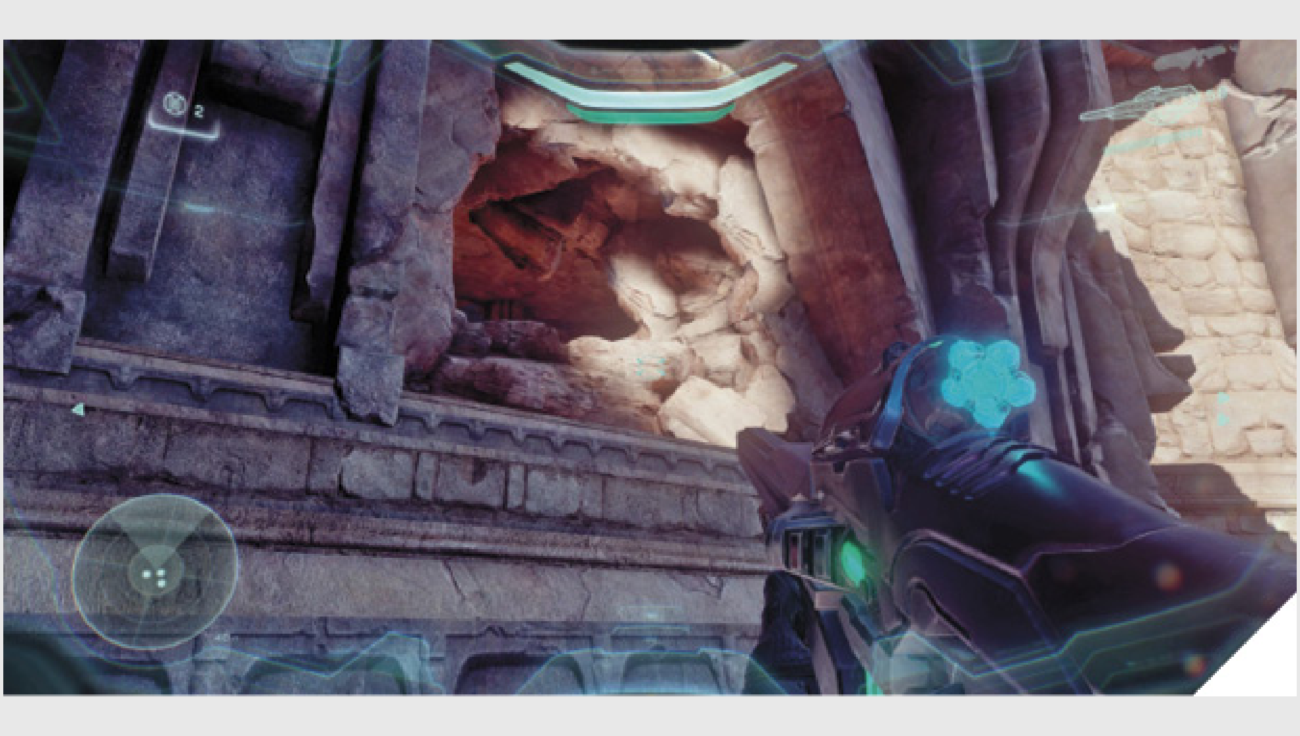
If you lose your Mantis, or if you're traveling on foot to begin with, perform a Ground Pound on the entry platform's weak, cracked floor 39 to smash down and land near two Fuel Rod Cannons, two Carbines, and a Ghost. Two Hunters lurk down here, however, so don't smash through unless you're prepared to fight them.

Go to the right and Ground Pound through another patch of weak ground 43 to land in an even lower area with some Storm Rifles and another Ghost. Hop into the vehicle and then destroy the nearby shield generator to escape captivity.

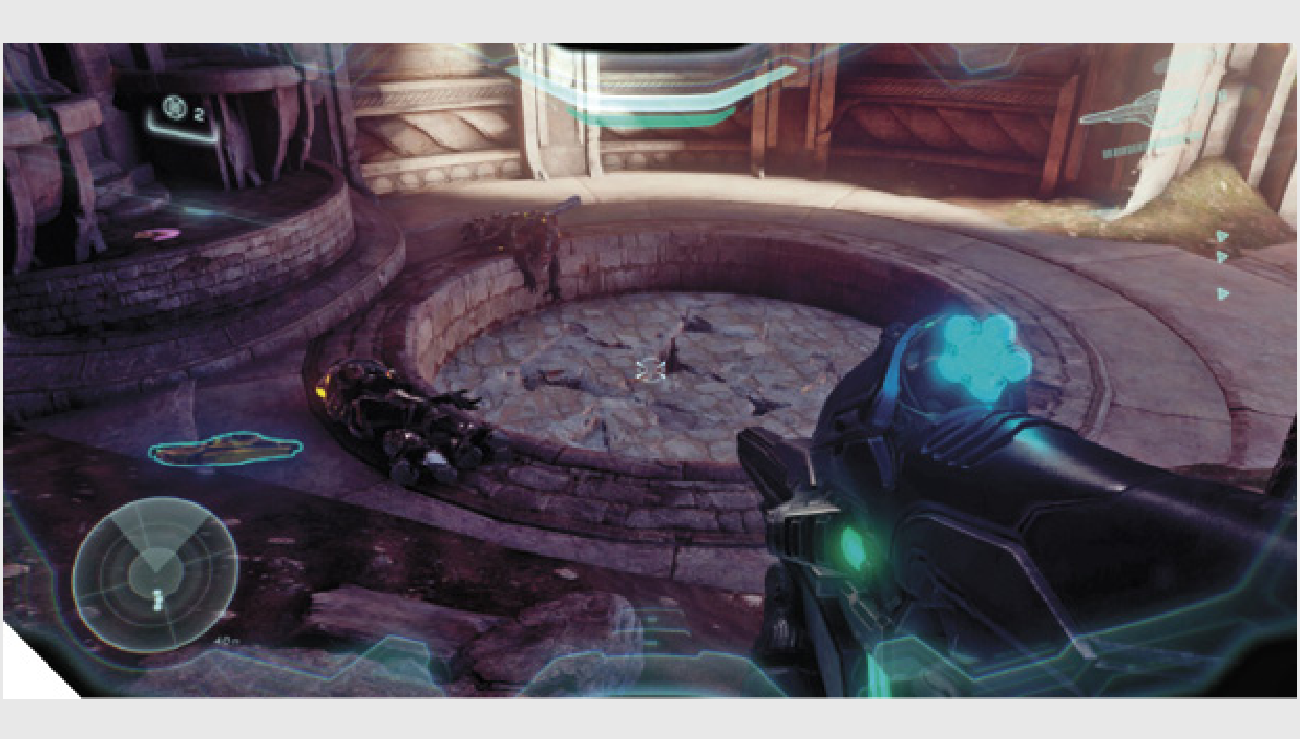
The area's left side is another good location for on-foot Spartans to secure 44. You'll find plenty of cover there, plus powerful weapons such as Beam Rifles and Plasma Casters. Use these weapons to neutralize the various turrets on this side of the area.

ALTERNATE APPROACH

Keep moving along the left ledges and you'll eventually reach a gaping hole in the far wall 45. Sprint and jump over, then climb through the hole to reach an interior passage.



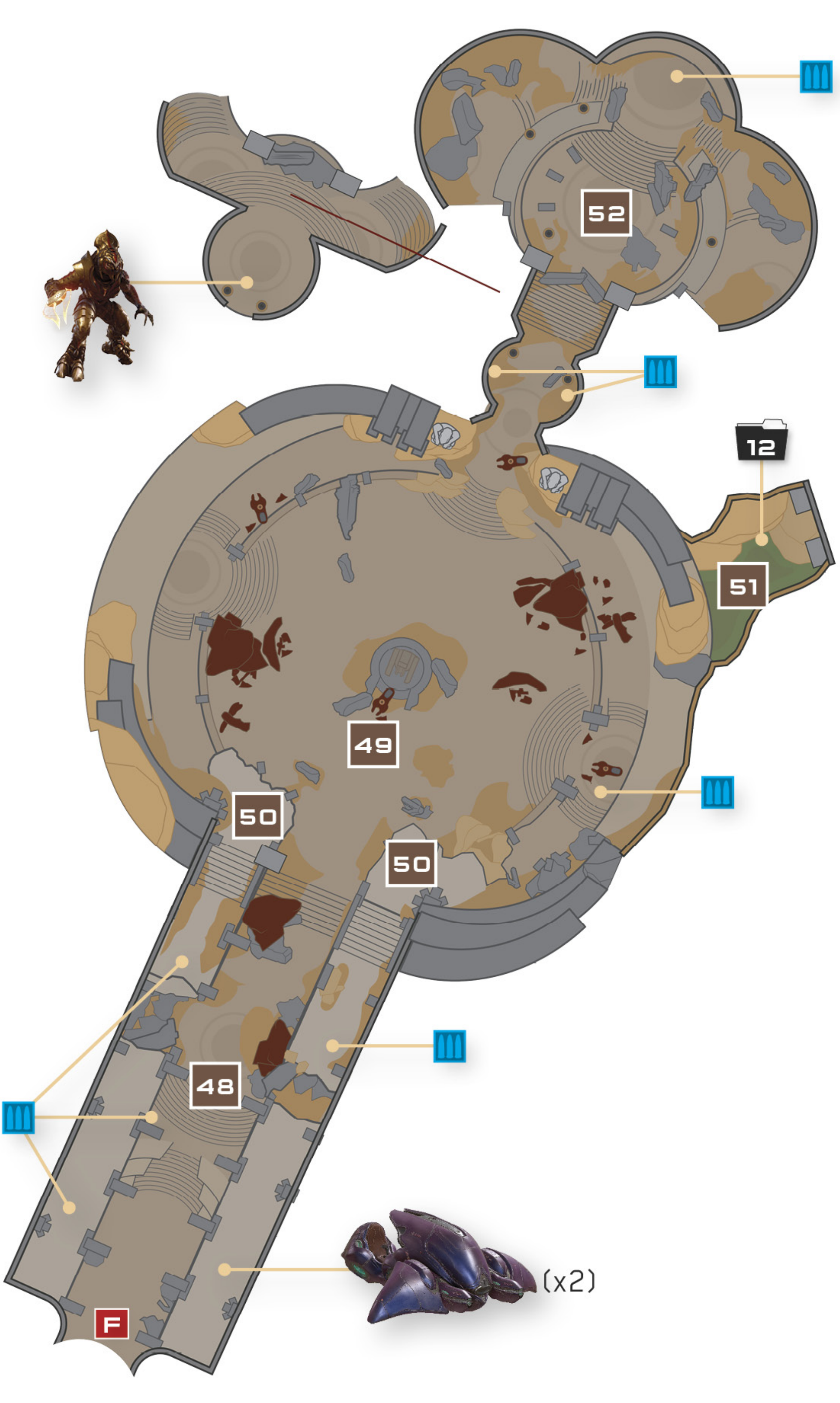
Follow the interior passage to a high overlook with a Fuel Rod Cannon, a Plasma Caster, and a data pad 46. Scan the pad for intel and then put the nearby power weapons to use against the Covenant below. Ground Pound through the weak floor when you're ready to rejoin your team.



MISSION 8 INTEL ACQUIRED (11/12)

FLANKING THE WRAITH

Spartans fighting on foot can also slip behind the Wraith on the far stairs 42 by sneaking through the gaping hole in the wall on the right 47. Grab the Plasma Caster you discover inside the wall and use it to annihilate the Wraith. This risky approach shouldn't be attempted on harder difficulties; the Mantises are more than capable of obliterating the Wraith from afar.



A few more Covenant foes guard the hallway that leads to the next plaza 48. There are more Ghosts to exploit in the hall; grab one if your Mantises haven't survived the trip.

ALTERNATE APPROACH

If you don't have a vehicle, or if you simply prefer to fight on foot, don't enter the plaza via the main stairs (as you must do with a vehicle). Instead, climb up to the hallway's left- or right-side ledge to reach overlooks with Shade Turrets 50 (there are two of them). The Shade Turrets' firepower and positioning help you cut down the inbound Covenant, and for extra mayhem, there's also a Plasma Caster near the Shade Turret on the right.

Press forward into the plaza ahead, where many more Covenant troops suddenly arrive via insertion pods 49. Back up and open fire, cutting down the Covies as quickly as possible. Fall back as needed to replenish your Mantis's shields.

Don't stop fighting, because more insertion pods soon deploy additional Elites, two are armed with Fuel Rod Cannons. Unleash your most powerful arms to drop these dangerous foes as fast as possible.

The Arbiter is just ahead, but there's one more item of interest nearby. Exit your Mantis and scale the stairs on the right to discover a low pool near the Elder Council Chamber building 51. Drop into the pool and search with Artemis to discover a data pad. Scan it to unlock the mission's final piece of intel, then climb out, return to your Mantis, and stomp into the Elder Council Chamber.

MISSION 8 INTEL ACQUIRED (12/12)

Objective: Extract with the Arbiter

You've reached the Elder Council Chamber 52; the Arbiter must be close! Battle your way upstairs, assisting the Swords of Sanghelios as they struggle to eradicate the attacking Covenant.

Upstairs, watch the Arbiter deftly dispose of the last few enemy Elites just as Mahkee 'Chava swoops down in a Phantom. You've completed your mission, but there's no time for small talk. Hop aboard the Phantom and make good your timely escape with the Arbiter.

Mission 9: Alliance

Mission Briefing

"Doctor, Osiris will deploy within the hour. Have your plan ready."

Necessity makes for strange bedfellows, or so the saying goes. It wasn't long ago that Jameson Locke, Agent of ONI, volunteered to assassinate the Arbiter. Now, UNSC Spartan Locke has risked life and limb to liberate the Arbiter from the Covenant's vile clutches. Locke's motives were not entirely selfless, however: The Spartans need the Arbiter's help in storming Sunaion, the last Covenant stronghold on Sanghelios. A Guardian is believed to be located at Sunaion, and Osiris needs to reach it to track down the Chief.

The Guardians' awakening threatens the safety of the galaxy, and it's clear that the Master Chief and Cortana are somehow involved. The final Guardian resides at Sunaion, but so do the remnants of the Covenant's forces on Sanghelios. You can't storm Sunaion without the Arbiter's help, but the Swords are still preparing for war. Report in with Dr. Halsey to plan your next move.

▶ RELAXING CAMPSITE

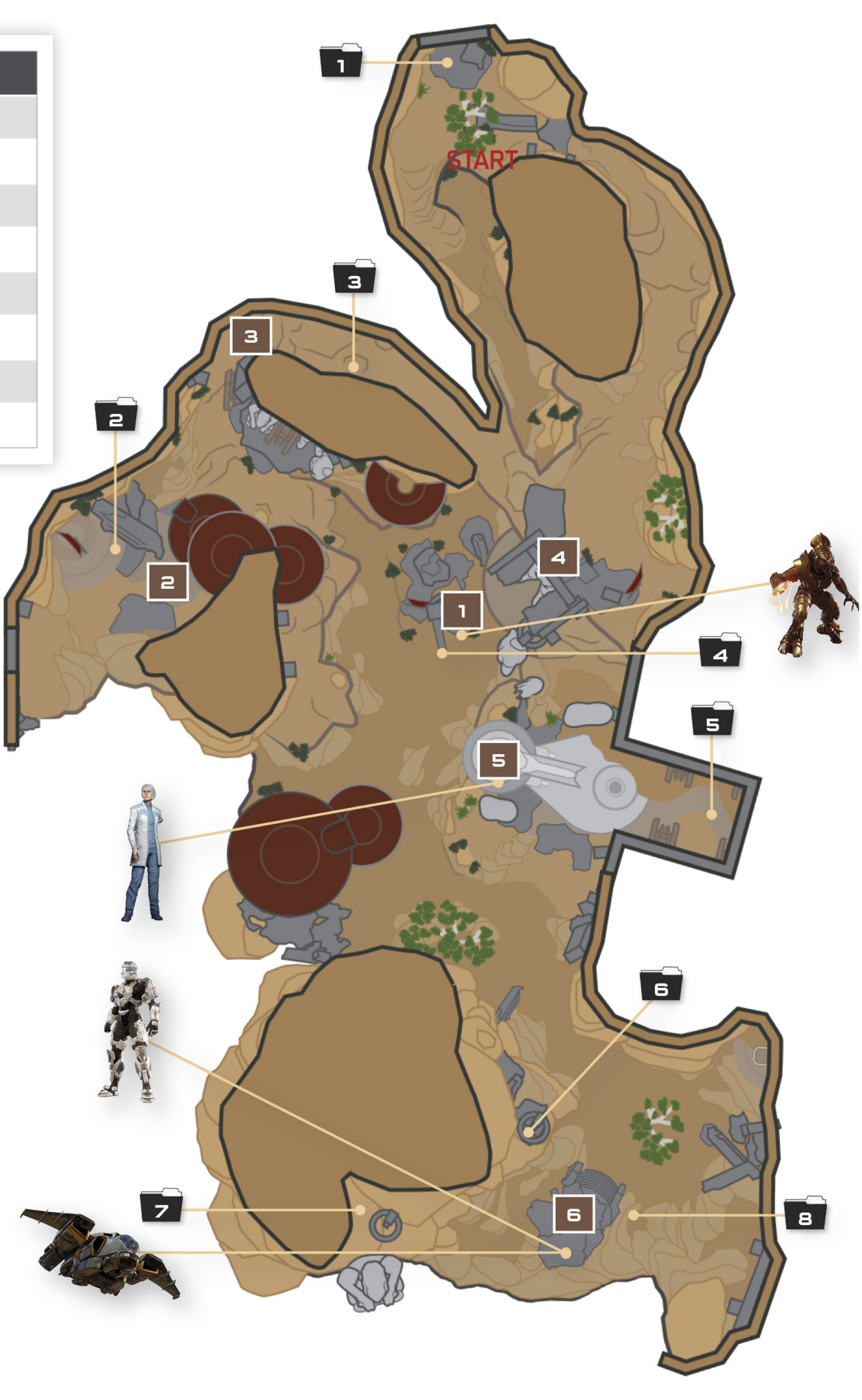
The Arbiter's camp is a neutral area that's void of enemies. There are several pieces of Mission Intel to discover here but no Skulls to collect or special Achievements to complete. Take the opportunity to visit with the Arbiter's troops, listening to their words and learning more about them and their struggle against the Covenant.

Mission 9: Alliance

A Whisper in the Storm

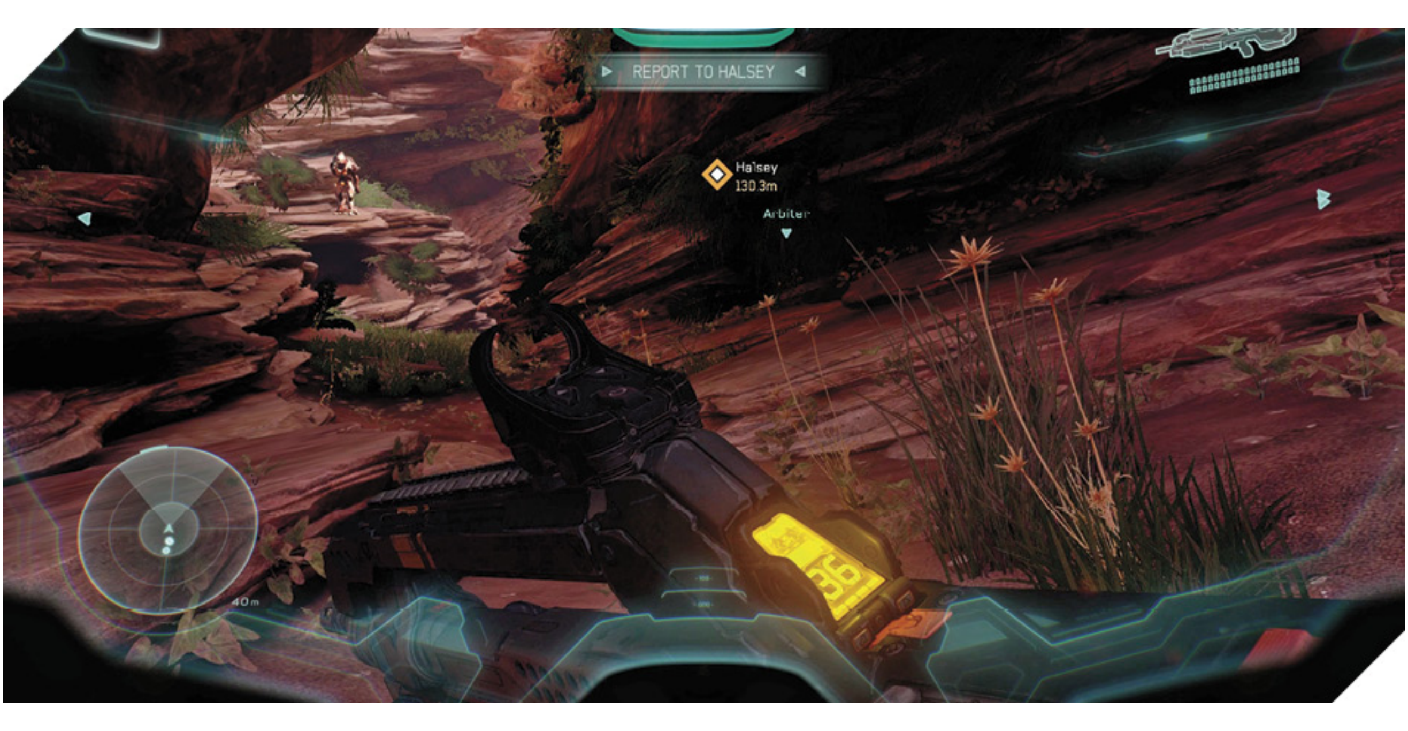
MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
	Skull Icon

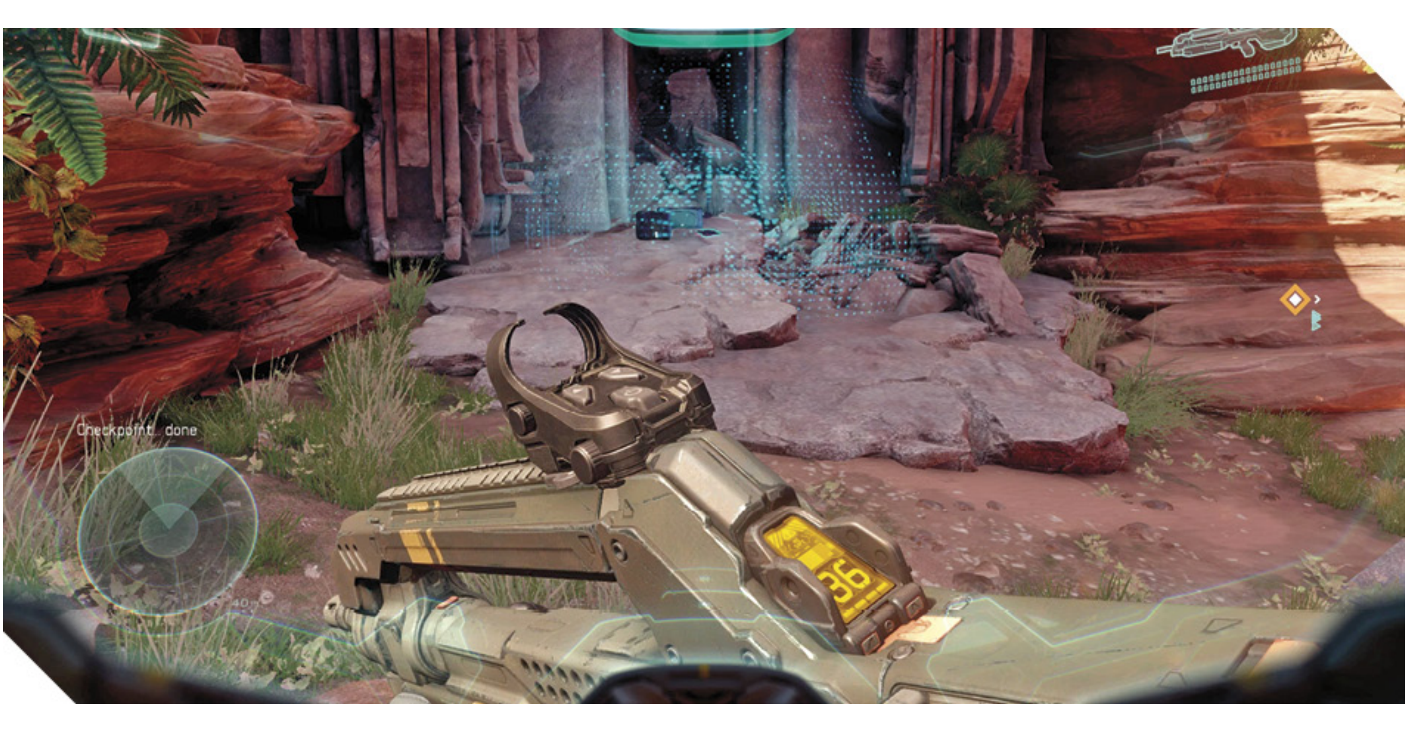


OBJECTIVE: REPORT TO HALSEY

Cortana's demonstrated ability to intercept transmissions demands that Fireteam Osiris report to Dr. Halsey for a face-to-face briefing. Use Locke's Artemis system to locate Dr. Halsey, but don't rush off to meet her just yet.

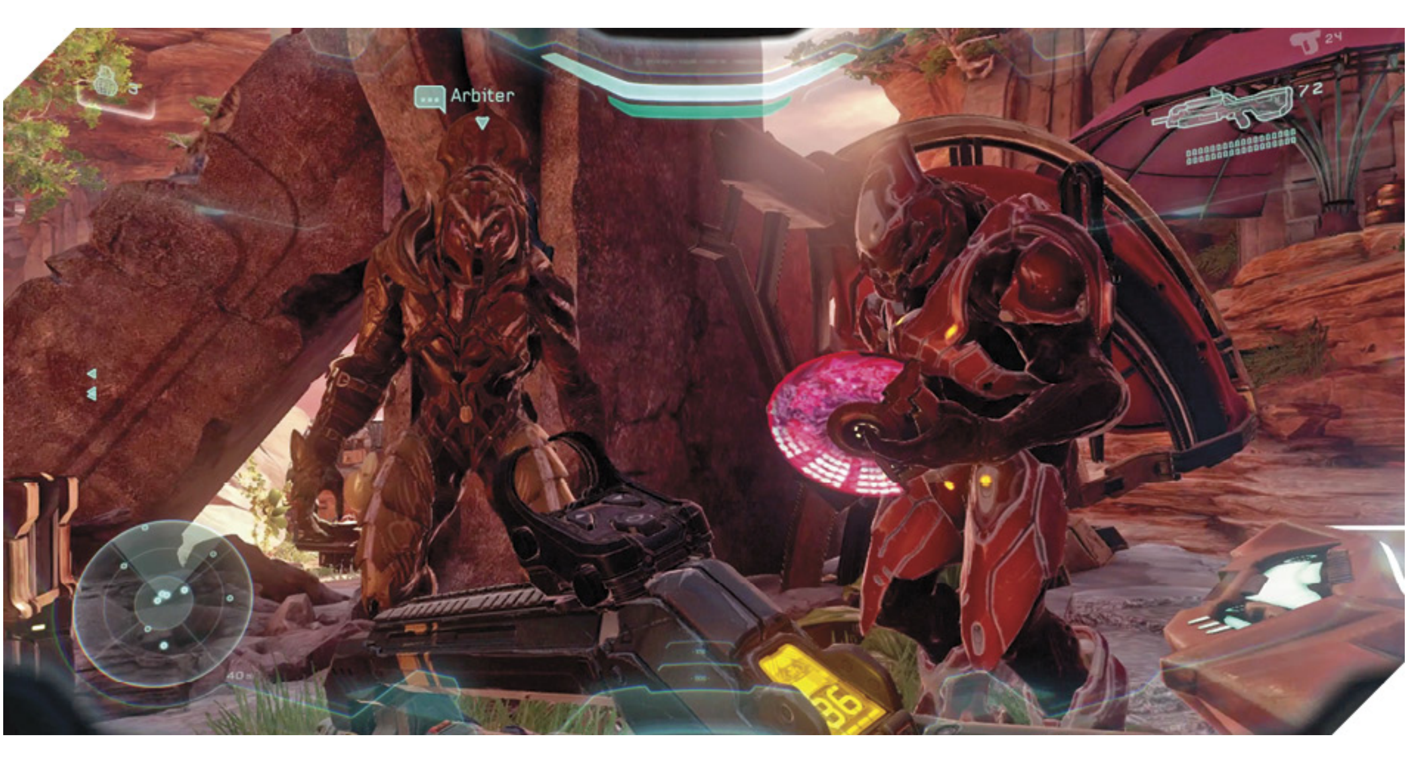


Instead, climb the rocks behind your starting position and engage Artemis to discover a Covenant data pad. Scan it to unlock new intel.

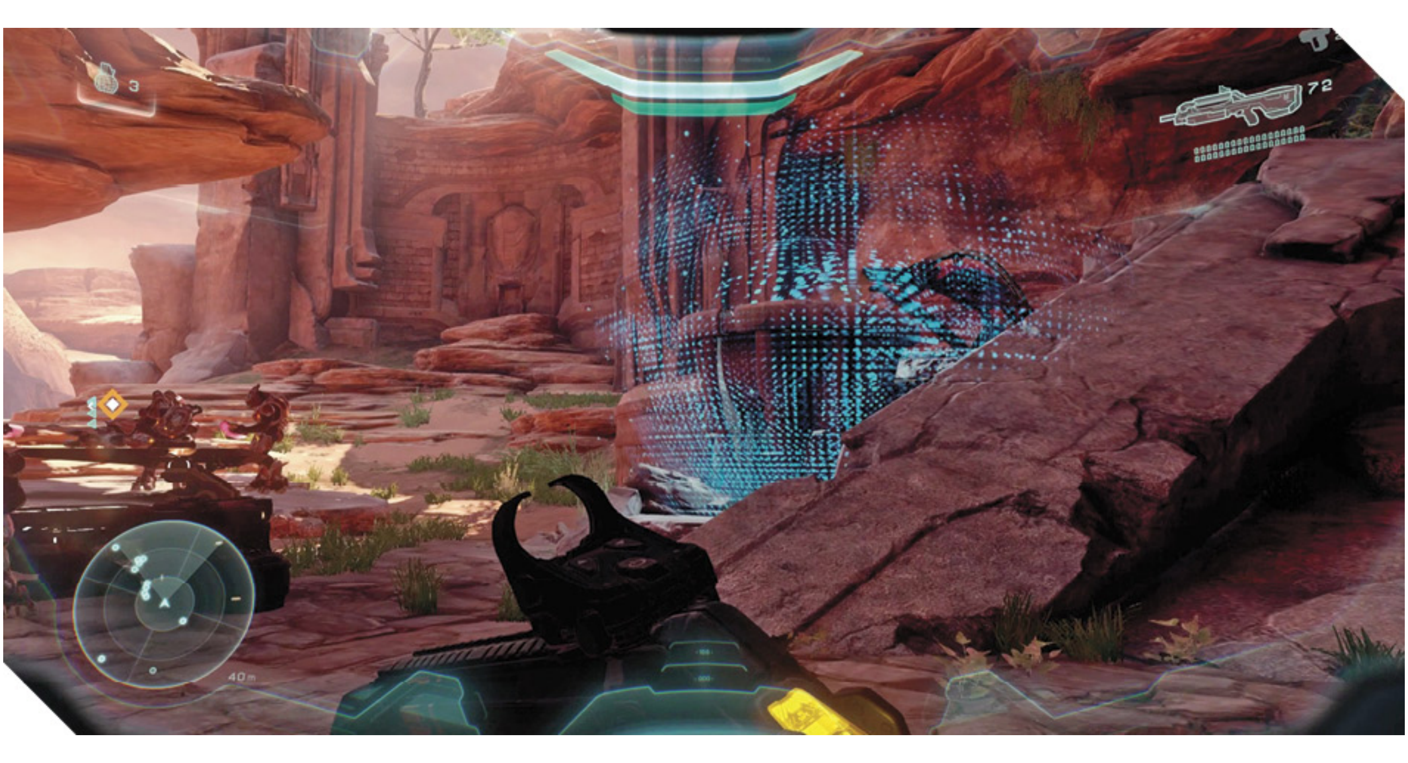


MISSION 9 INTEL ACQUIRED (1/8)

Now make your way through the canyon, heading toward Dr. Halsey. You encounter the Arbiter first 1; listen to his conversation with his Swords of Sanghelios brethren to learn more about the current situation, then engage Artemis to detect an item of interest on the pillar above. You can't reach it from down here, but you'll get up to it soon enough.

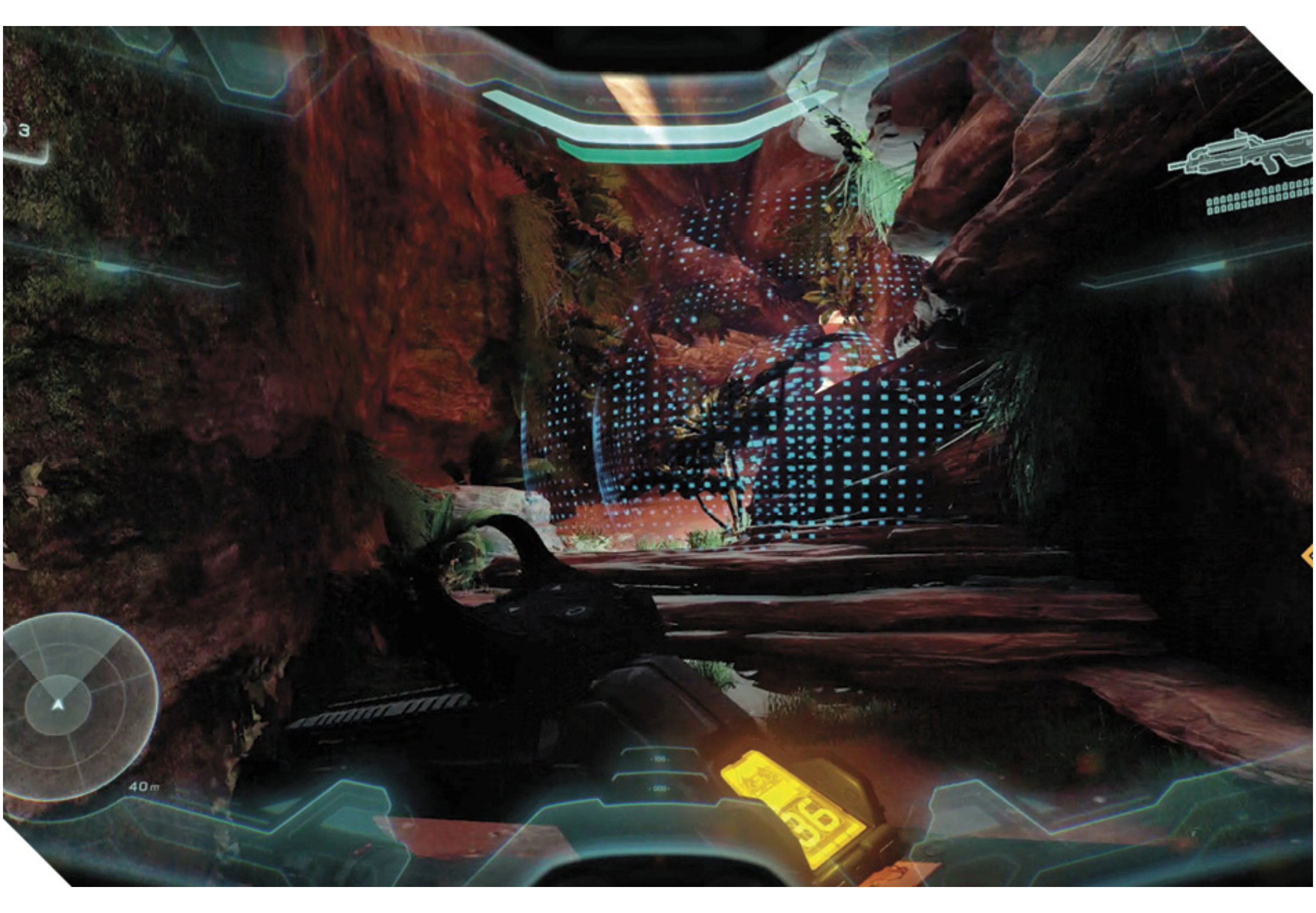


For now, go right from the Arbiter, passing some tents on your way to the camp's medical area 2. Use Artemis again to detect a data pad atop the nearby ruin. Climb up and scan the data pad for more intel.



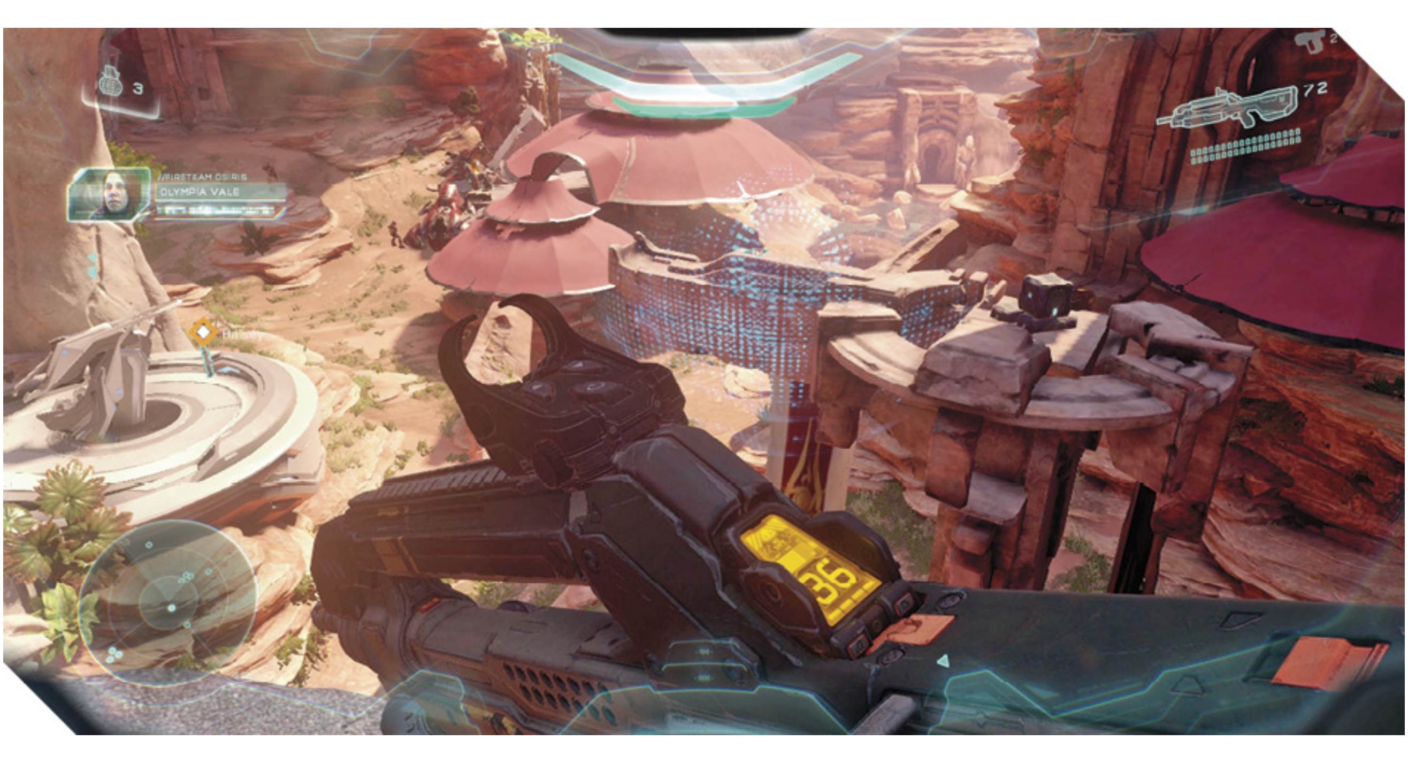
MISSION 9 INTEL ACQUIRED (2/8)

Backtrack a bit from the medical area and locate a narrow trail amid the ruins on the left 3. Use Artemis as you navigate the trail to detect another data pad about halfway through.



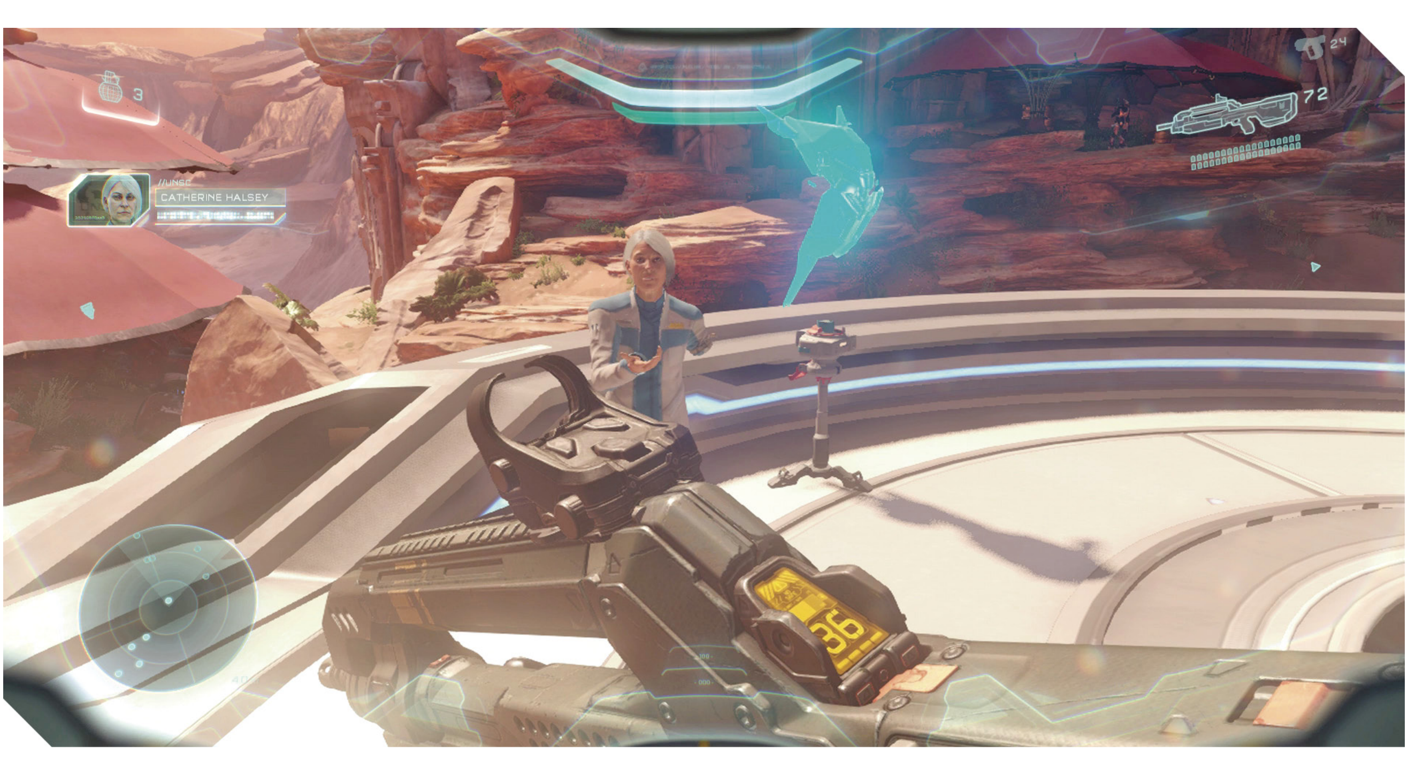
MISSION 9 INTEL ACQUIRED (3/8)

Follow the trail to its end to reach a trio of Grunts huddled around a fire. Turn right and move to the nearby lookout, where another Grunt sits 4. Talk to the Grunt if you like, then use Artemis to detect an item on the nearby pillar—the same item you detected above the Arbiter. Sprint and leap over to the pillar to reach the item you've detected, which turns out to be another data pad.



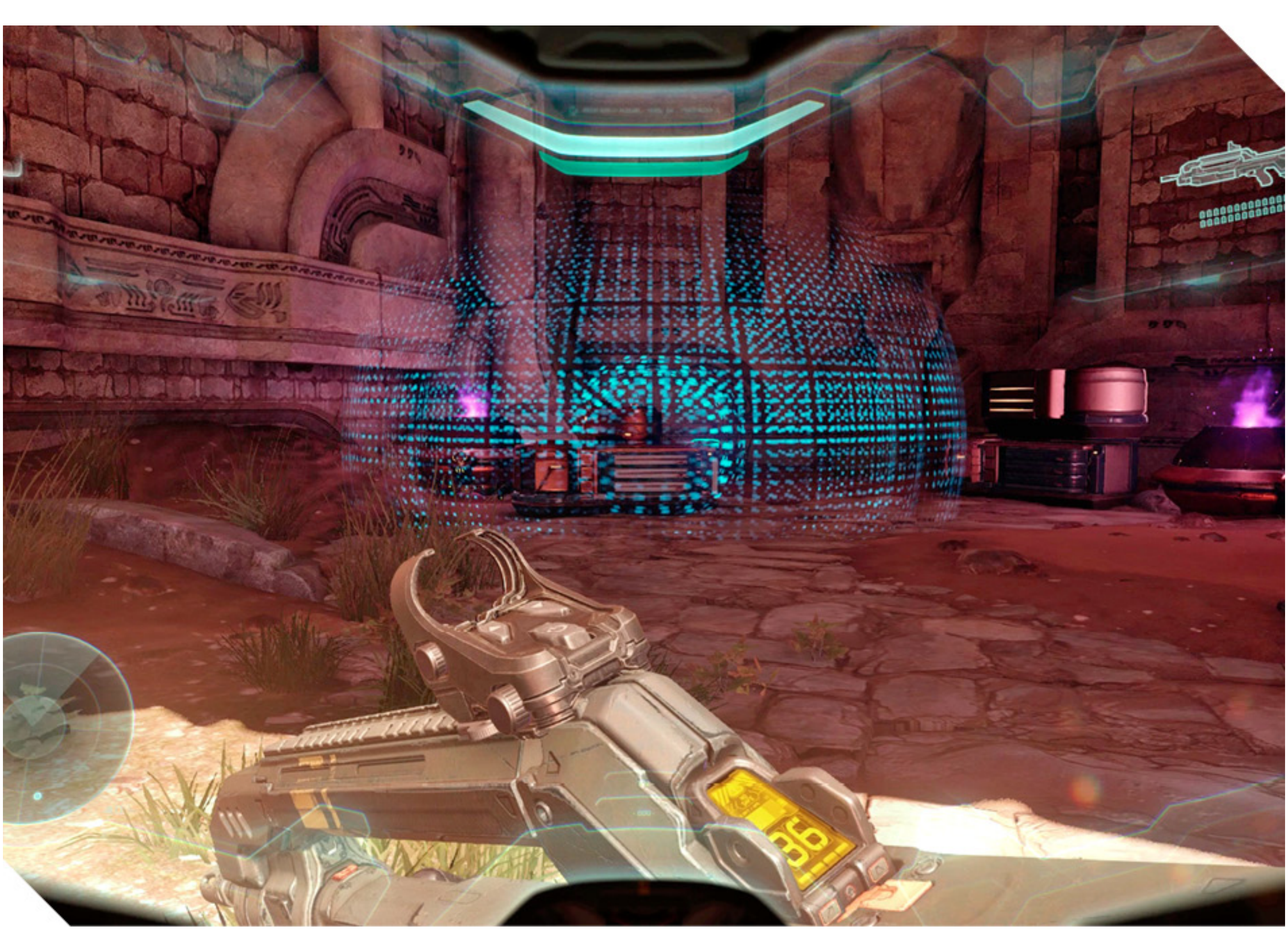
MISSION 9 INTEL ACQUIRED (4/8)

From the height of the pillar, you can easily spot Dr. Halsey on a nearby platform 5. Drop down and head over to Halsey to report in. She informs you that the nearby projector is displaying a hologram of a Constructor, a Forerunner tool Halsey believes she can use to interact with the Guardians. Osiris will need to locate a Constructor before heading to Sunaion, and Halsey advises that you speak with Spartan Palmer, who knows where a Constructor is located.



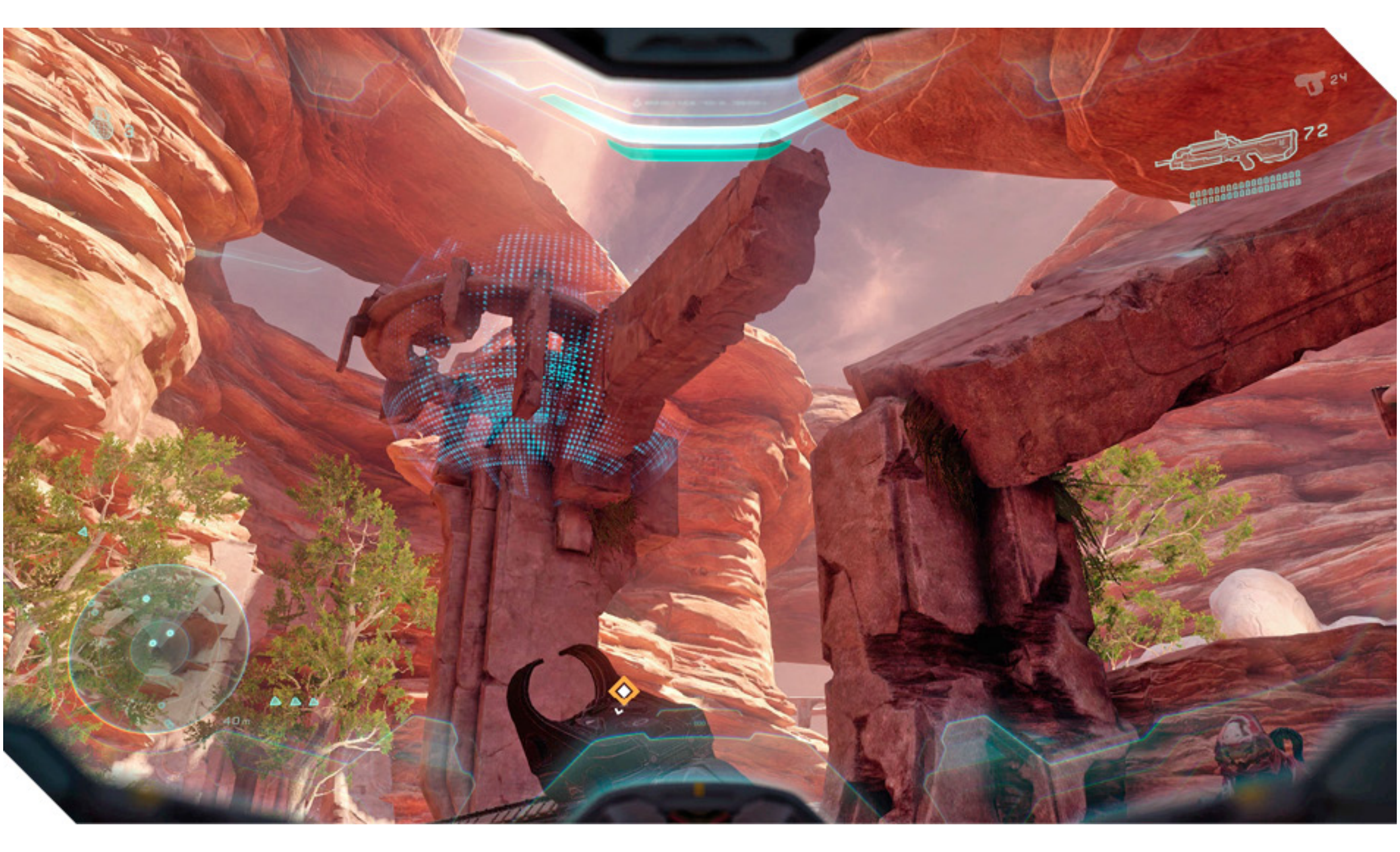
OBJECTIVE: REPORT TO PALMER

Artemis reveals Palmer's position, but before heading over to her, search the nearby cave, which features two blazing braziers. Scan the data pad you discover here for more intel.



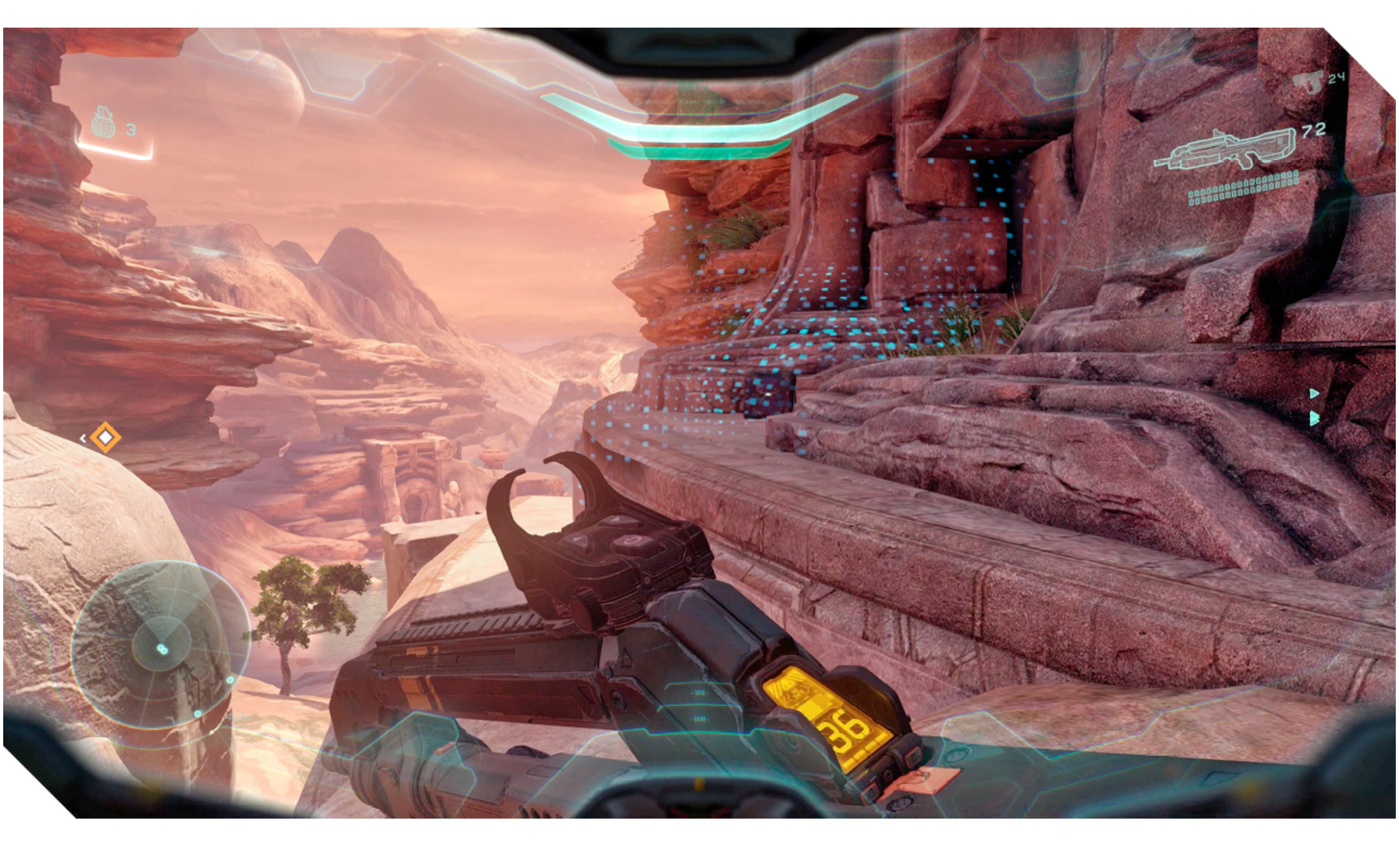
MISSION 9 INTEL ACQUIRED (5/8)

Go left as you exit the cave, and use Locke's Artemis system to find Spartan Palmer standing near a Pelican 6. Reporting to Palmer advances you to the next mission, so before doing so, scale the rocks to the right to reach some toppled pillars. Artemis reveals a data pad atop the tallest pillar; sprint and leap from the nearby toppled pillar's highest point to reach it.



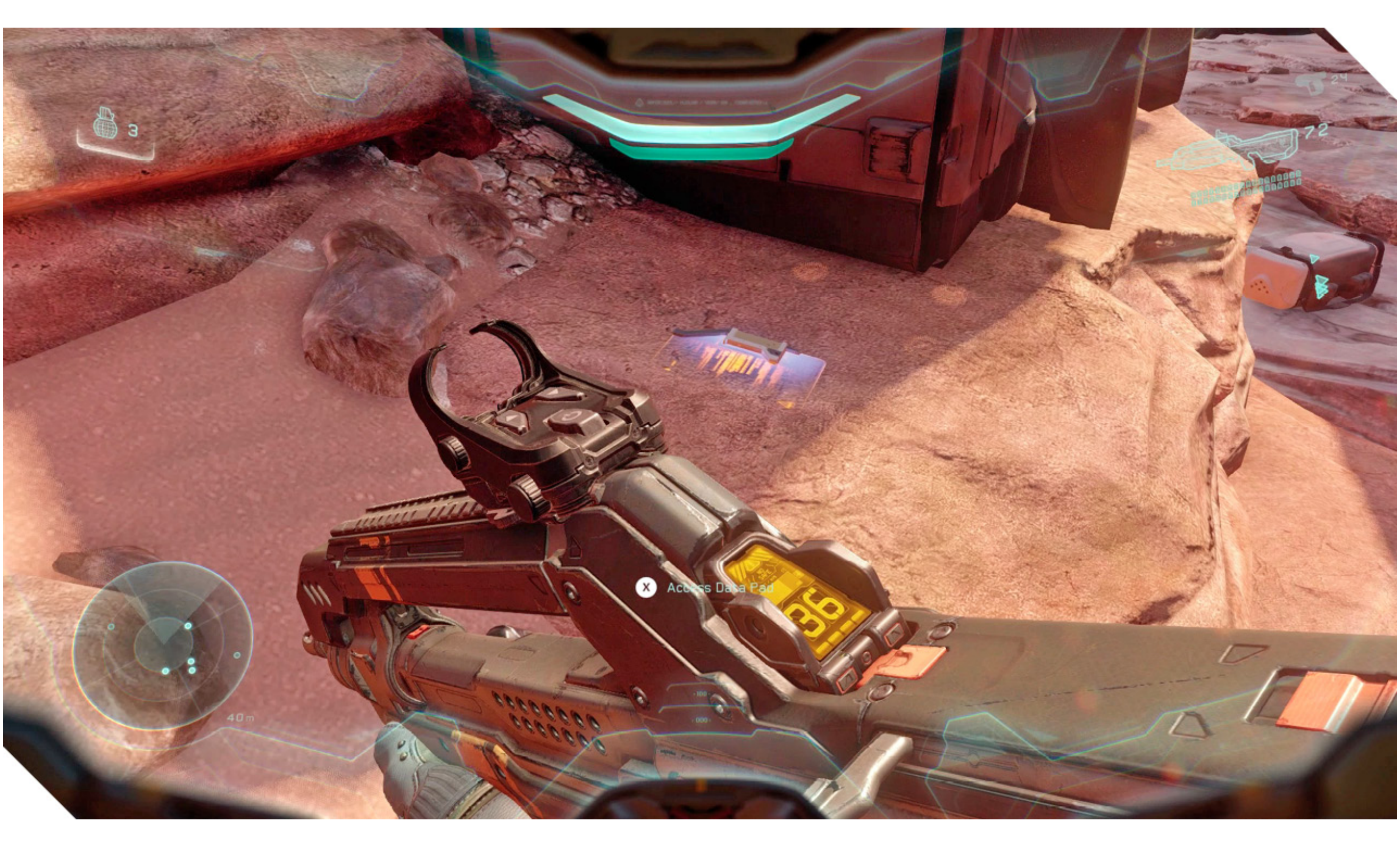
MISSION 9 INTEL ACQUIRED (6/8)

After scanning the data pad, look below you to spy a pair of Elites standing watch on the nearby cliff. Drop and move to these Elites, then use Artemis to detect another data pad close by. Scan it to unlock more intel.



MISSION 9 INTEL ACQUIRED (7/8)

Last but not least, head over to Spartan Palmer's Pelican and engage Artemis one final time to detect a UNSC data pad on a nearby rock. Scan it for your final piece of intel, then chat with Palmer to board the Pelican and begin the next mission.



MISSION 9 INTEL ACQUIRED (8/8)

Mission 10: Enemy Lines

Mission Briefing

"Patching you into Arbiter's battle net now. Good luck out there, Spartans."

While the Swords of Sanghelios prepare for their looming siege on Sunaion, Fireteam Osiris sets off to obtain a Constructor: a Forerunner device that Dr. Halsey believes will enable her to interact with the Guardians. Only with the aid of a Constructor will Osiris have any hope of traveling with a Guardian and tracking down Blue Team—but obtaining the Constructor won't be easy, for the Covenant forces have deployed a fearsome Kraken battle station to defend the site.

Dr. Halsey has located a station on Sanghelios where a Constructor is likely to be found. Unfortunately, the station is under heavy Covenant guard. Fight your way through the Covenant resistance and obtain the Constructor at all costs. You'll be fighting alongside several of the Arbiter's Banshee wings, who will work at keeping the Kraken off your back while you seek the Constructor.

Enemies Encountered

CRAWLER

ELITE

GRUNT

JACKAL

KNIGHT

SOLDIER

Vehicles Encountered

BANSHEE

GHOST

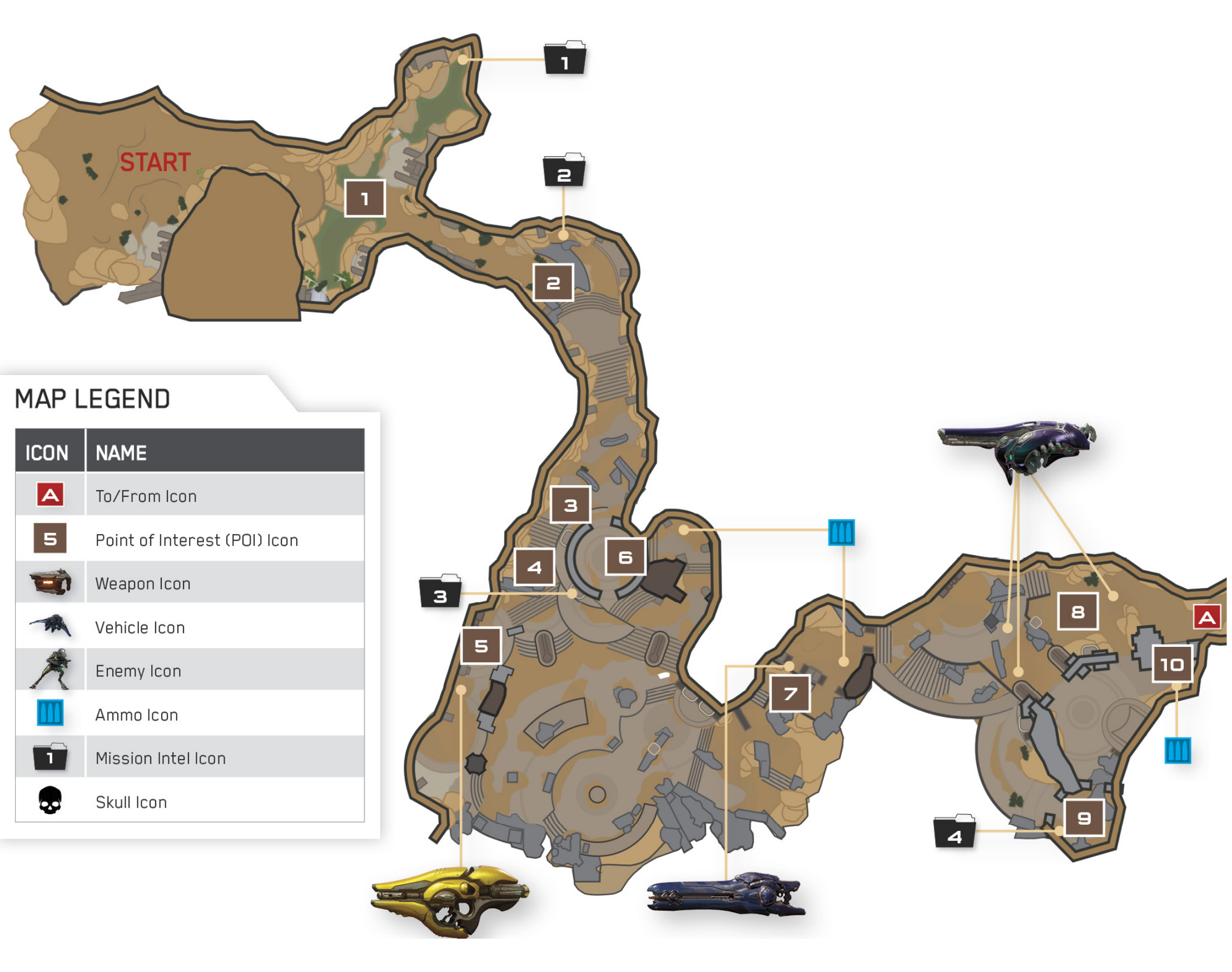
PHAETON

PHANTOM

WRAITH

Mission 10: Enemy Lines

Joint Operations



MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
	Skull Icon

OBJECTIVE: RETRIEVE HALSEY'S CONSTRUCTOR

Spartan Palmer drops off Fireteam Osiris a few klicks from the Constructor's location. Com traffic indicates that several Swords of Sanghelios strike teams are also being deployed to the area. Good to know you aren't alone.

RETRIEVE HALSEY'S CONSTRUCTOR
//SWORDS OF SANGHELIOS
FLIGHT LEADER
36

Advance along the watery path until you reach a river 1. Go left and drop to lower ground, then use Artemis to detect an ancient Sangheili sword nearby. Scan the blade for a bit of intel, then climb back up to the high ground and advance into the nearby ruin 2.

MISSION 10 INTEL ACQUIRED (1/10)

A few Grunts lurk inside the ruin 2. Pick them off and then scan the nearby data pad on the left for more intel (use Artemis to pinpoint the data pad). Press onward to encounter several more Grunts and an Elite 3. Neutralize all hostiles and then advance outside.

MISSION 10 INTEL ACQUIRED (2/10)

As you step out of the ruin 4, you witness the Covenant's massive Kraken being driven off by the Arbiter's fleet of Banshees. While watching the scene unfold, use Artemis to detect a data pad on the nearby statue. Climb up and scan it for more Mission Intel. Grab the Carbine you find up here as well.

MISSION 10 INTEL ACQUIRED (3/10)

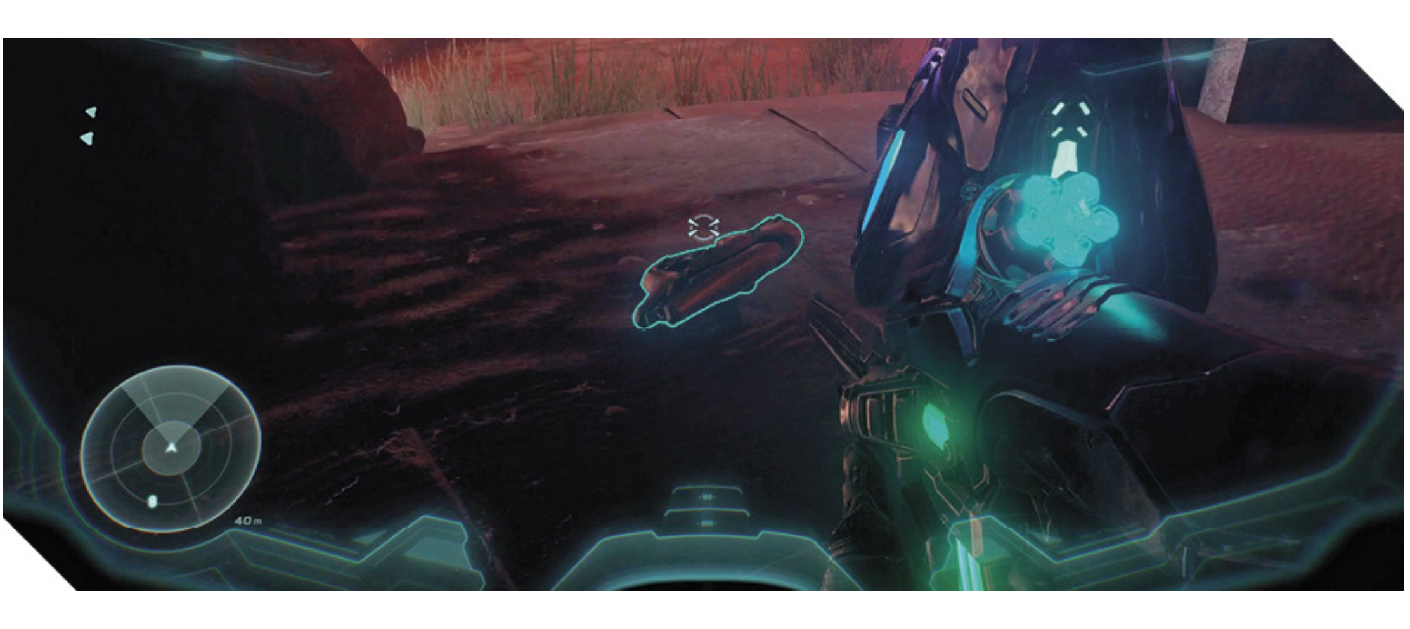
KRAKEN UP

One blast from the mighty Kraken can instantly wipe you out. Keep out of sight until the Arbiter's Banshees force the monstrosity to fall back.

CARBINE CACHE

Duck back into the ruin from which you came and notice another cracked wall just inside 6. Smash through the wall with a Spartan Charge to access a side passage with two Carbines.

Drop from the statue after scanning the data pad, and move to the nook beyond the nearby toppled pillar 5. There's a weak wall over here; smash through it with a Spartan Charge to discover a Fuel Rod Cannon. Grab this powerful weapon or give it to a teammate before advancing.



Shielded Jackals storm down the stairs on your left as you advance 7. Light them up, along with the Elite lurking nearby.

Scale the stairs from which the Jackals emerged 7 to reach some weapons, including a mighty Beam Rifle. More Covies are just ahead, and they've fortified their position with three Plasma Cannon Turrets 8. Taking the left stairs positions you to pick off the turrets' gunners. A few grenades or blasts from the Fuel Rod Cannon will quickly neutralize the turrets as well.

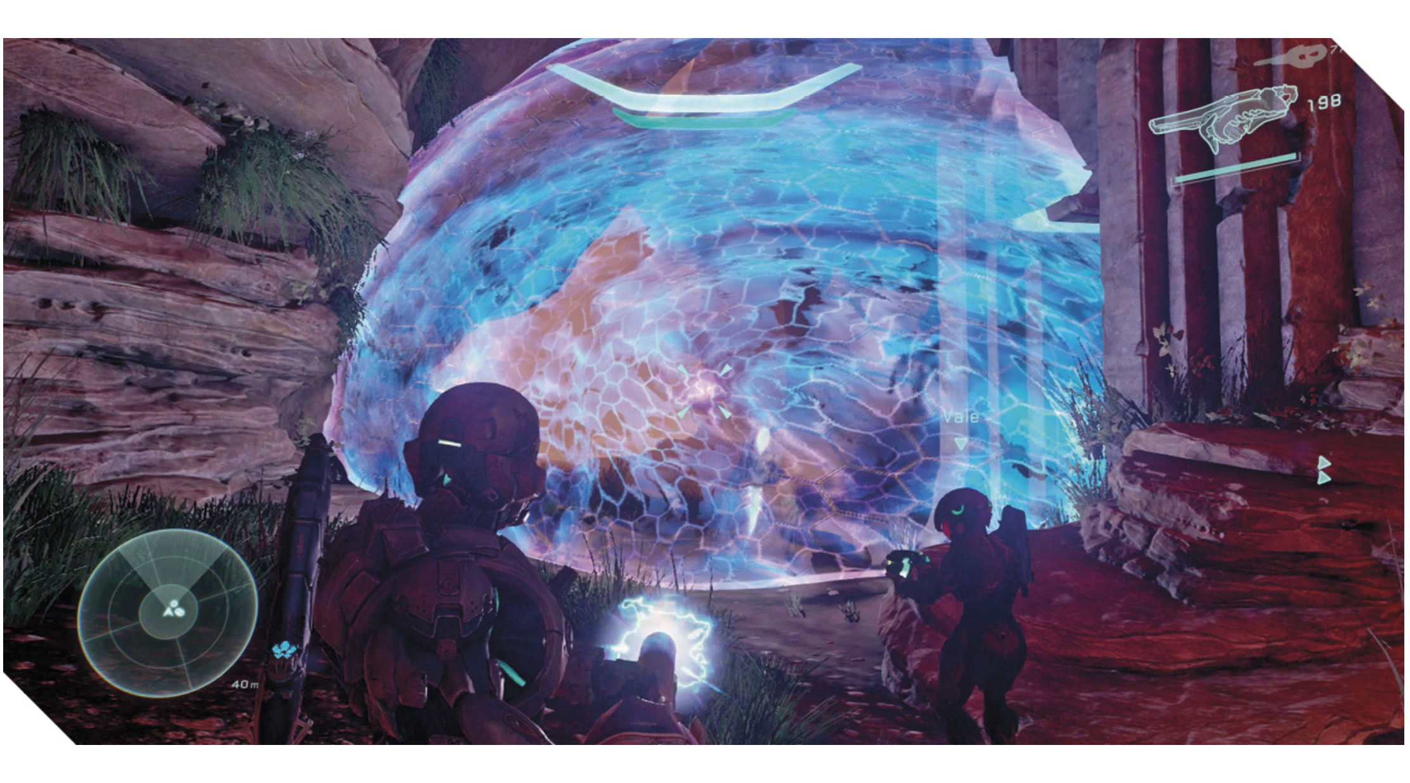
ALTERNATE APPROACH

Rather than scaling the left stairs 7, you can sprint into the tower on the right 9. You'll briefly be exposed to Plasma Cannon Turret fire, but once you reach the tower, you'll discover a fully loaded Storm Rifle and a means of flanking the Covenant gunners. This tower holds a data pad as well, so you'll want to check it at some point.

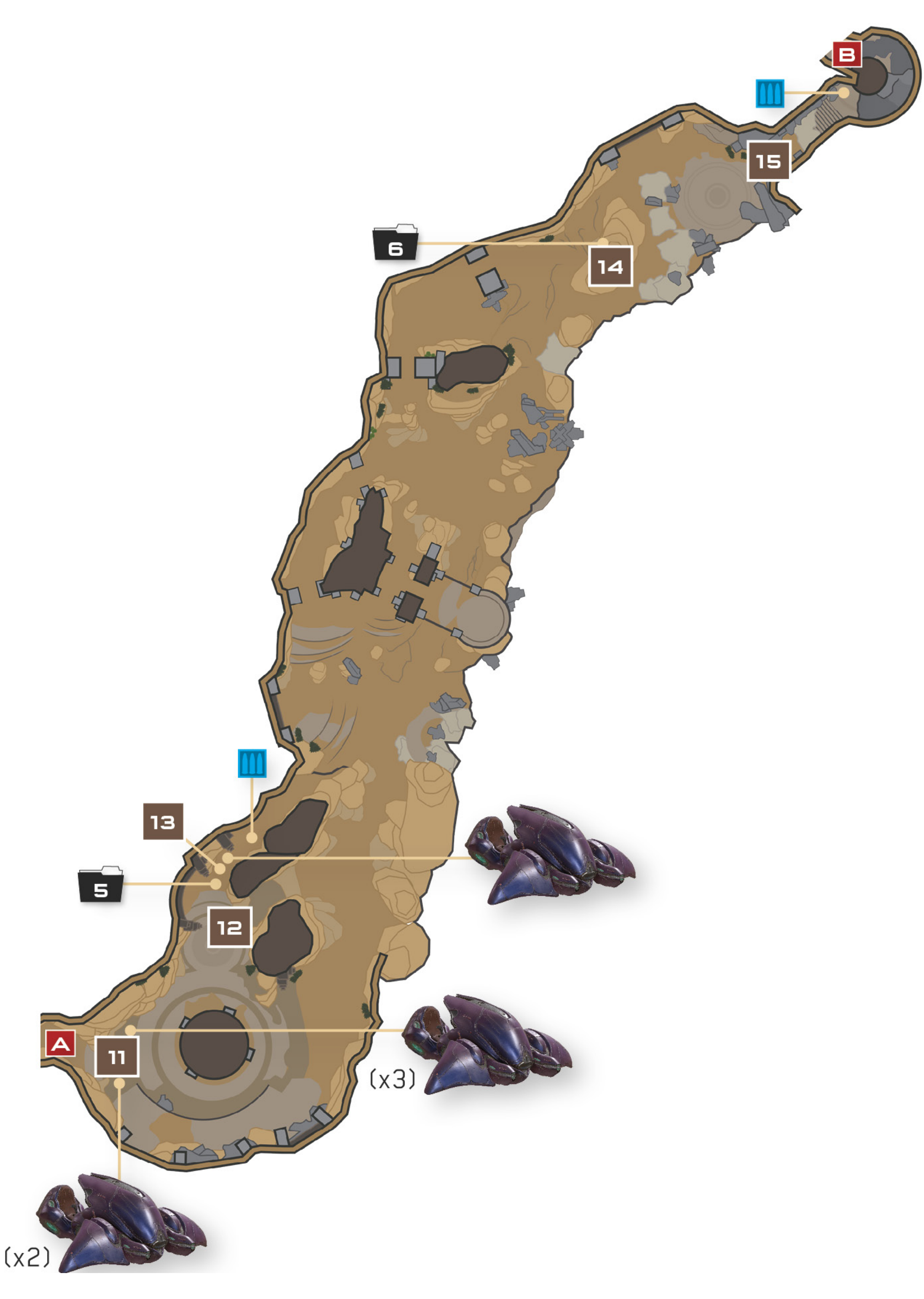
LEGENDARY STRATEGY

The entrenched Covenant can be difficult to deal with on Legendary. Use grenades or the Fuel Rod Cannon to obliterate the Plasma Cannon Turrets and simplify the fight.

Just beyond the Plasma Cannon Turrets, the Covenant forces have erected a shield that blocks your progress. Check the side tower 9 to discover a data pad if you haven't already, then destroy the shield by peppering it with sustained fire from a detached Plasma Cannon Turret, or by looping around to the right to get an angle on the shield generator through large holes in the crumbling wall 10.



MISSION 10 INTEL ACQUIRED (4/10)



With the shield down, press forward into the temple ahead. A lot of ground lies between you and the Constructor's location, but as luck would have it, five Ghosts are parked right nearby 11—enough for your whole Fireteam. Climb into a Ghost, and the rest of Osiris will do the same. Zip out of the temple and engage the Covenant forces outside.

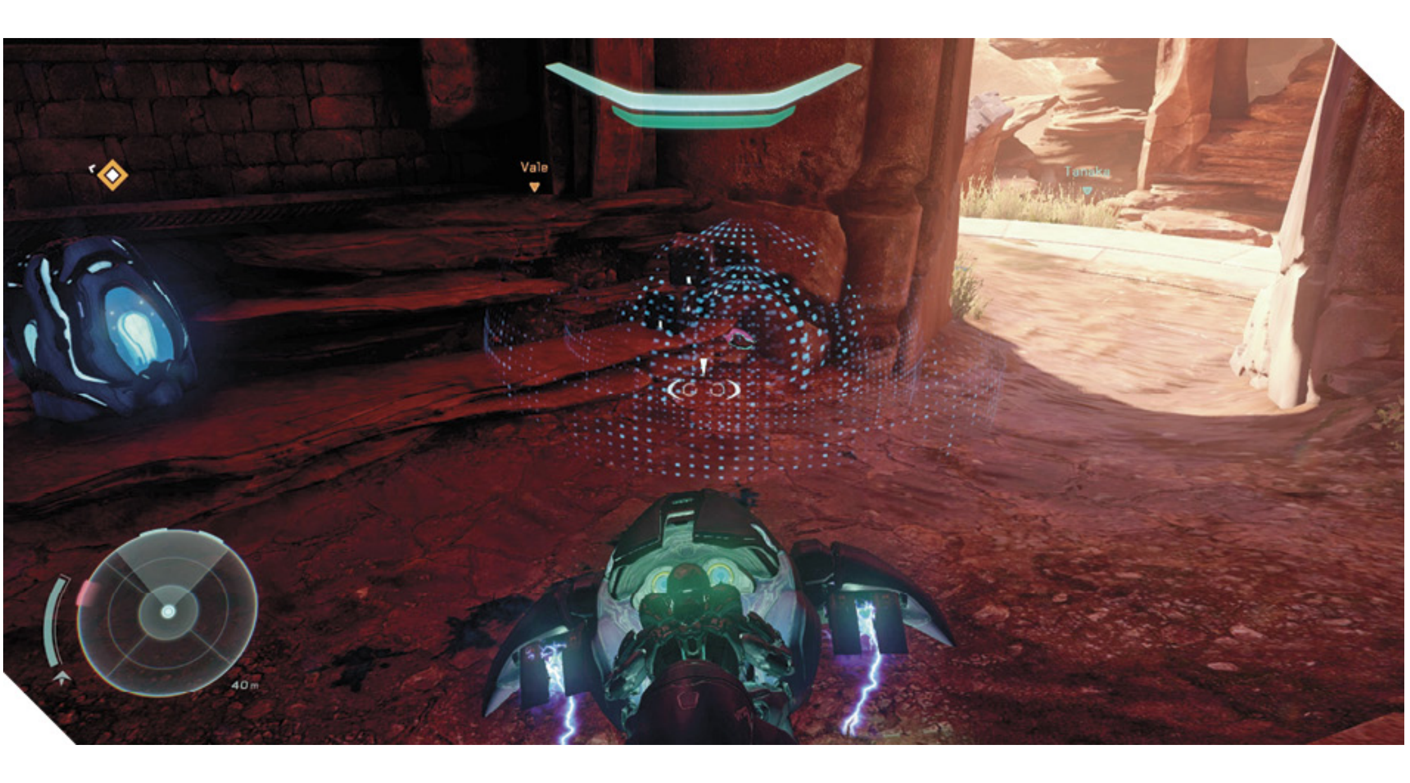
SARAH PALMER

GHOST OF A CHANCE

While piloting your Ghost, beware of thrown grenades, suicide Grunts, and charged Plasma Pistol shots. The first two can wreck your Ghost in short order, while charged Plasma Pistol shots will temporarily disable your Ghost, leaving you exposed.

Lay waste to the gang of Grunts you encounter just ahead, but beware: The fearsome Kraken soon returns. Seek shelter in the ruin ahead and to the left 12, but beware of several suicide Grunts storming out of the ruin. Fall back and blast them all before entering.

Take the far-left passage through the ruin to discover a spare Ghost and a data pad 13. Hop out for a moment and scan the data pad, then consider grabbing the fresh Ghost if yours has taken damage.



MISSION 10 INTEL ACQUIRED (5/10)

Return to your Ghost and ride onward. Many more Covenant foes lie ahead, including a hostile Ghost. Remain evasive as you unload on the Covies with your Ghost's fast-firing blasters.

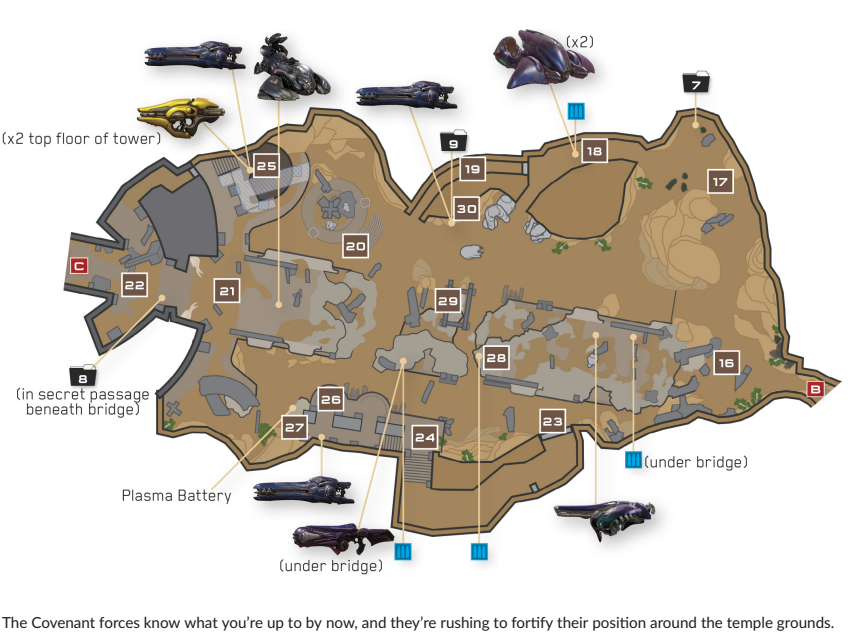
The temple grounds are just ahead, and beyond them, the Constructor. But before entering the temple grounds, turn around and use Artemis to detect a data pad atop the nearby rock formation 14. To reach it, sprint toward the rock formation from the nearby high ground, then jump and thrust toward it in midair. Climb up onto the rock and scan the data pad for intel.

MISSION 10 INTEL ACQUIRED (6/10)

Ghosts won't fit through the temple grounds' decrepit entrance 15, so park and go it on foot. Ensure that you're carrying Plasma Grenades and plenty of Carbine ammo, then follow Artemis through the ruin to reach the temple grounds.

Mission 10: Enemy Lines

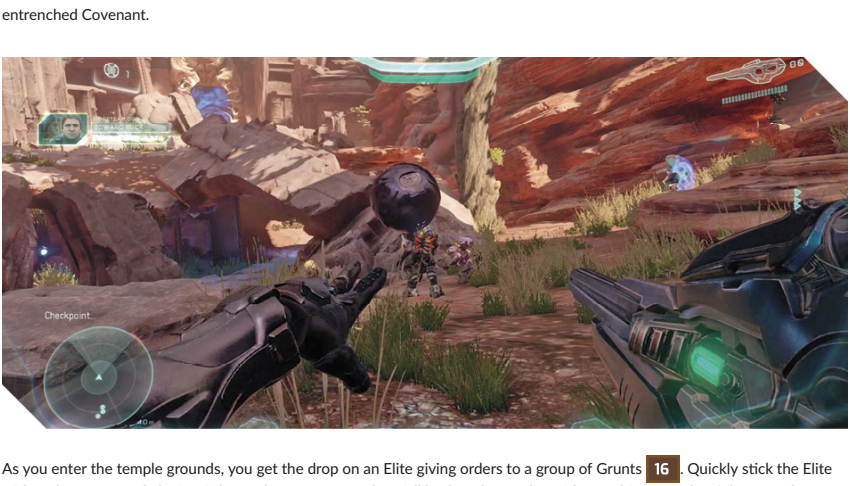
Major Firefight: Temple Grounds



The Covenant forces know what you're up to by now, and they're rushing to fortify their position around the temple grounds. They've set up Plasma Cannon turrets and raised a shield to prevent your advance, and Covenant troops are inbound. The size and complexity of the grounds allow for creative tactics, and seasoned Spartans will split up their team to tackle the Covenant from both sides.

RECOMMENDED LOADOUT

An accurate ranged weapon, such as a Carbine, will serve you best at first. If you picked up the available Fuel Rod Cannon earlier in the mission, you'll be able to deliver lethal payloads across the grounds as well. Additional Fuel Rod Cannons are available around the grounds, along with Plasma Casters and Beam Rifles, all of which will come in handy as you confront the entrenched Covenant.

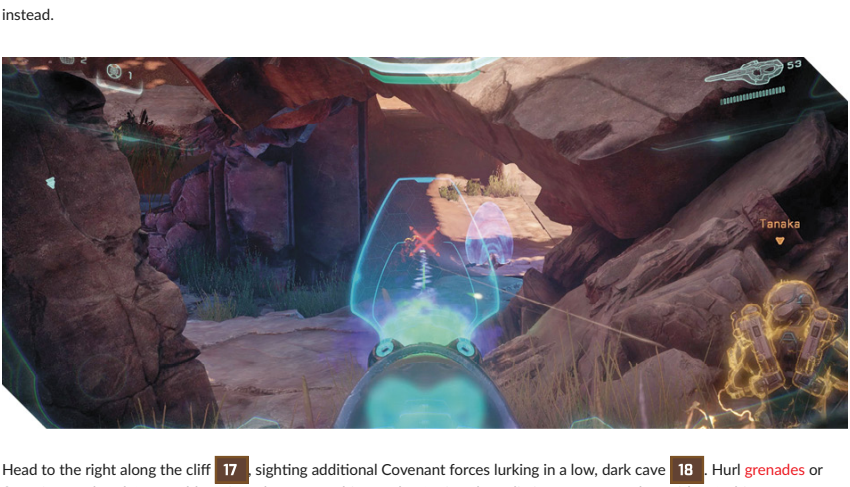


As you enter the temple grounds, you get the drop on an Elite giving orders to a group of Grunts 16. Quickly stick the Elite with a Plasma Grenade before it has a chance to react, then fall back and open fire with a Carbine to pick off the stragglers without exposing yourself to the inbound Phantom.

PHANTOM MENACE

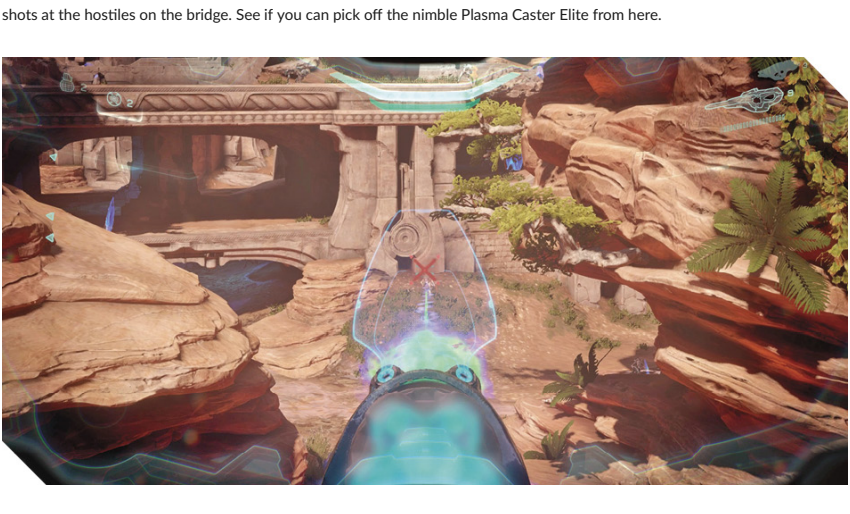
Beware of Phantom bombardments throughout this battle as the ships swoop down to deploy troops and reinforcements to the temple grounds' bridge

The Phantom deploys several Covenant troops to the crumbling bridge that spans the spacious temple grounds. Pick off as many Covies as you can, but don't move onto the bridge, for it is heavily defended by a Plasma Cannon Turret and a dangerous Elite armed with a Plasma Caster. Keep your distance and eliminate the lower Grunts and Elite from afar with your Carbine instead.



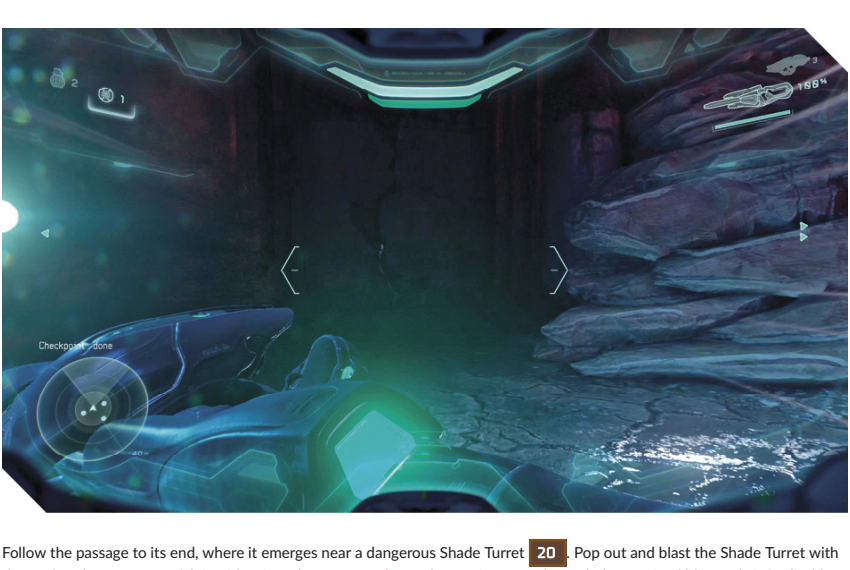
Head to the right along the cliff 17, sighting additional Covenant forces lurking in a low, dark cave 18. Hurl grenades or fire a few Fuel Rod Cannon blasts into the cave to thin out the Covies, then eliminate any stragglers with a Carbine.

Before dropping down to explore the cave, keep moving to the right to discover a data pad. Scan it for intel, then take more shots at the hostiles on the bridge. See if you can pick off the nimble Plasma Caster Elite from here.

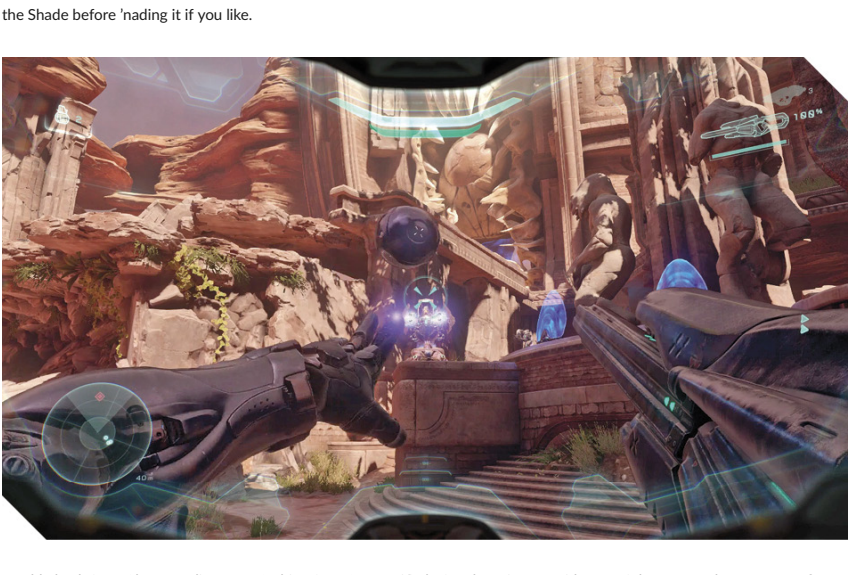


MISSION 10 INTEL ACQUIRED (7/10)

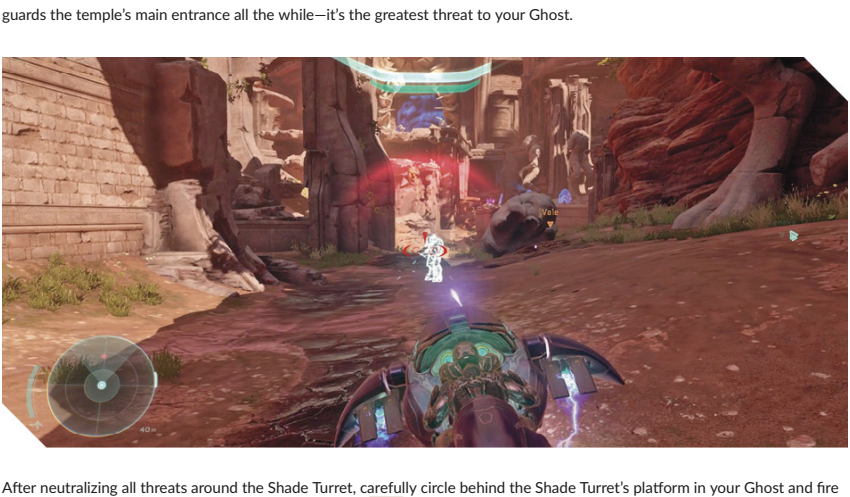
Drop and enter the cave after scanning the data pad. Inside, you discover Storm Rifles and two Ghosts. Before piloting a Ghost, smash through the nearby cracked wall with a Spartan Charge to reach a secret passage 19.



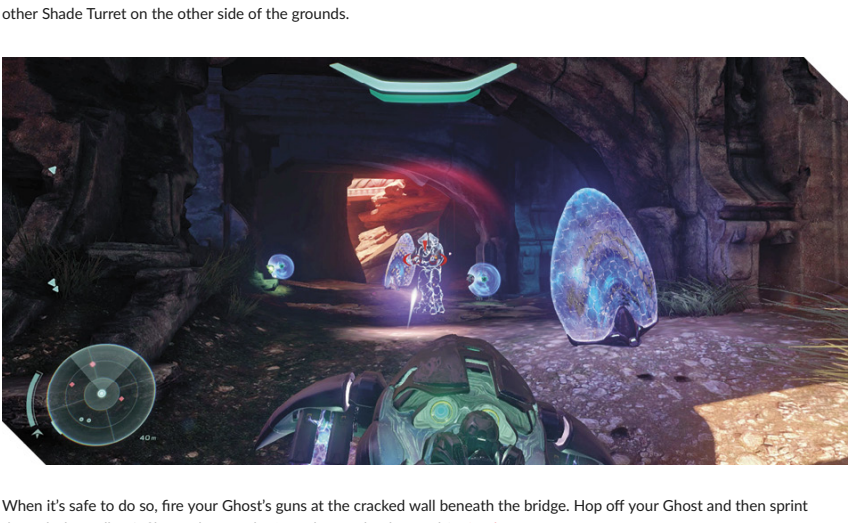
Follow the passage to its end, where it emerges near a dangerous Shade Turret 20. Pop out and blast the Shade Turret with the Fuel Rod Cannon, or stick it with a few Plasma Grenades to destroy it. Use a charged Plasma Pistol blast to briefly disable the Shade before 'nading it if you like.



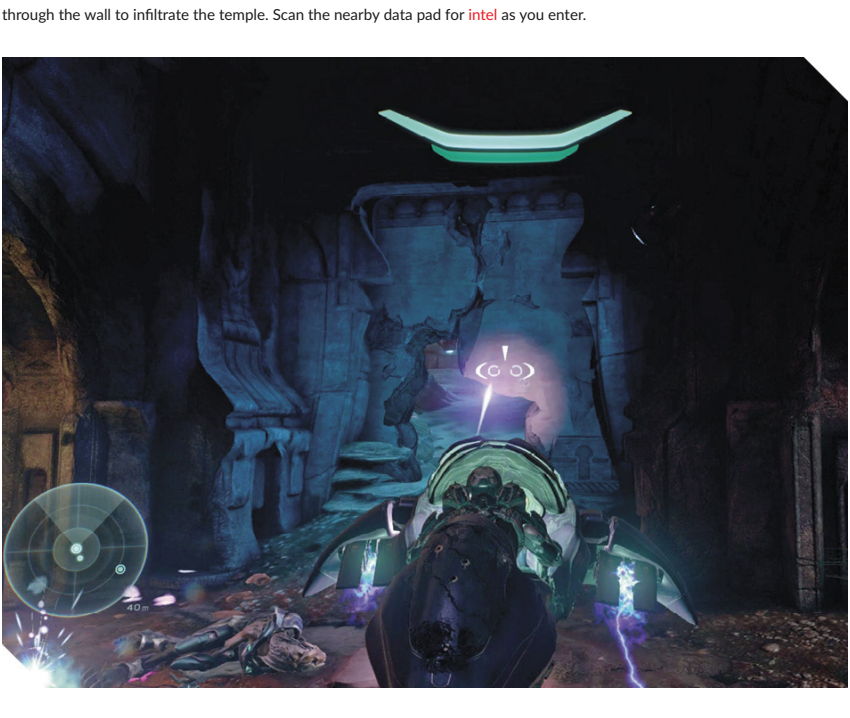
Double back for a Ghost, trading your Carbine for a Storm Rifle before hopping on. Ride out of the cave and concentrate fire on enemies you see around the low ground, especially those near the Shade Turret you've just destroyed 20. (If you weren't able to destroy the Shade Turret before, do so now with your Ghost.) Beware of inbound fire from the elevated Wraith that guards the temple's main entrance all the while—it's the greatest threat to your Ghost.



After neutralizing all threats around the Shade Turret, carefully circle behind the Shade Turret's platform in your Ghost and fire on more Covenant lurking beneath the bridge's far end 21. You'll face a few Jackals and Elites, so keep your Ghost's guns blazing. If you didn't neutralize it before, the Elite with the Plasma Caster will likely engage you under the bridge here, so be very careful of its explosive shots and bring it down with all speed. Also, beware of drawing fire from Jackal Snipers and the other Shade Turret on the other side of the grounds.



When it's safe to do so, fire your Ghost's guns at the cracked wall beneath the bridge. Hop off your Ghost and then sprint through the wall to infiltrate the temple. Scan the nearby data pad for intel as you enter.



MISSION 10 INTEL ACQUIRED (8/10)

No need to mess with the Wraith or shut down the shield that's blocking the temple's main door; the secret passage you've just discovered lets you enter the temple without all that fuss. When you emerge, you'll already be past the shield, with the Covenant safely behind you 22. Advance into the temple and continue your search for the Constructor.

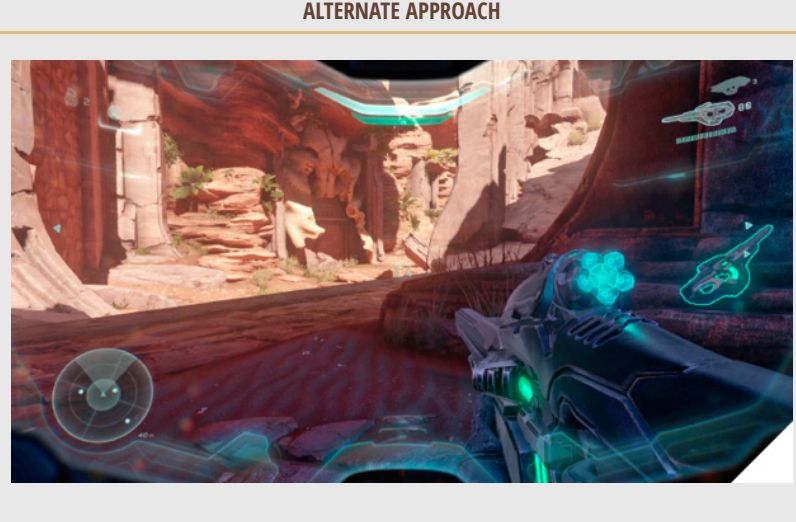
WRAITH'S WRATH

While conducting business on the Jackal Snipers' ledges, always beware of inbound fire from the Wraith that guards the temple's main entrance. The Wraith's cannon blasts are hugely explosive and lethal, so listen carefully for the sound of inbound fire, and be quick to thrust out of harm's way.

BEAM ME UP

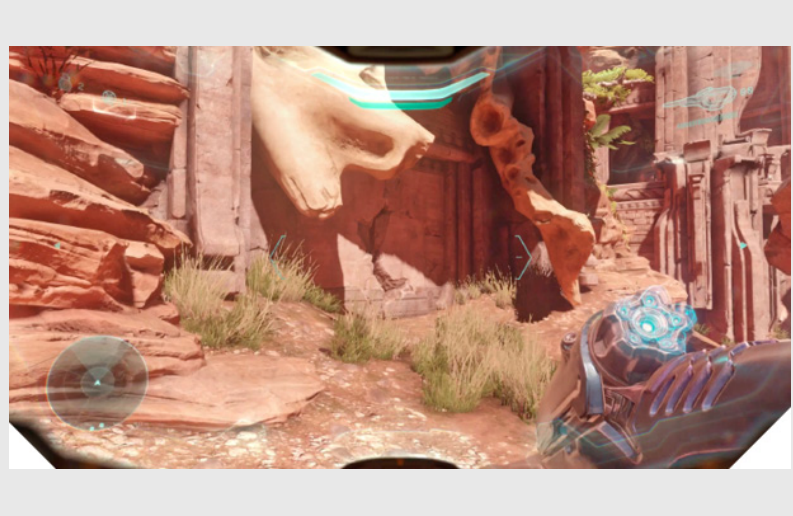
Use Beam Rifles to pick off the Wraith's exposed gunner. Another Elite will take its place; keep picking off Elites in this fashion until none are left to support the Wraith. This sets you up to board and destroy the Wraith, and also makes for an easy way to eliminate many Elites in the area.

ALTERNATE APPROACH

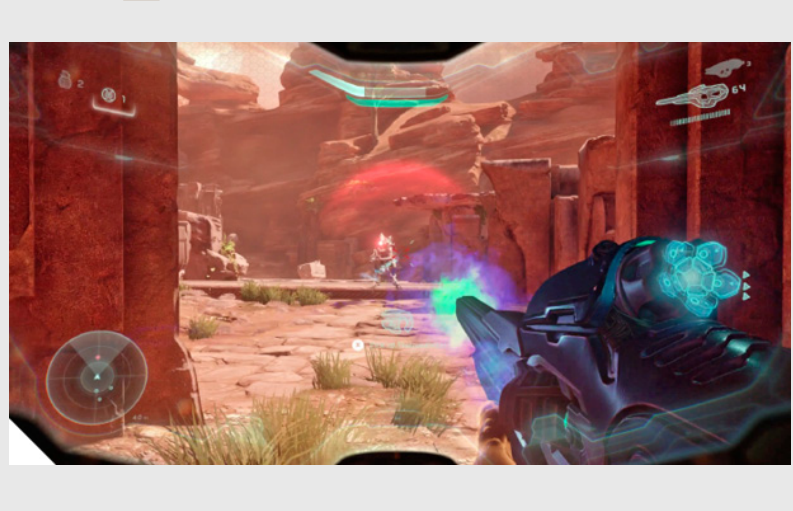


Instead of going to the right and storming the Ghost cave 18, advance along the bridge's lower tier, which is relatively safe, cutting down Grunts and an Elite as you go. After neutralizing all nearby threats, look to the left to spy a cracked wall on the temple grounds' left side 23.

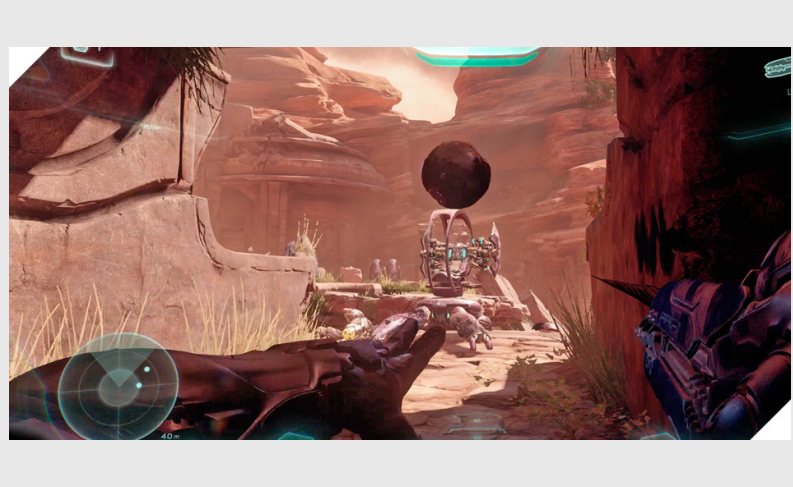
It's a bit of a sprint to reach the cracked wall, and you'll be exposed to fire as you go, so hurry over to it without delay. Charge through to reach a secret side passage that helps you advance.



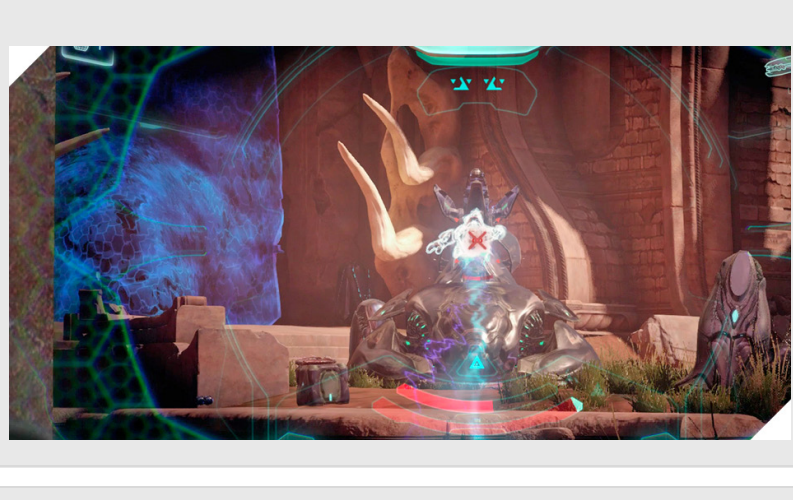
Cut down the bewildered Grunts in the side passage, then follow the passage to emerge on a Jackal Sniper's perch 24. Eliminate the Sniper, then use its Beam Rifle or a Carbine to pick off the distant Jackal Sniper in the far tower across the grounds 25.



Scale the nearby steps to reach the neighboring Jackal Sniper's perch, and cut it down as well. A Shade Turret is just ahead 26, and neutralizing it can be tricky. Bounce Frag Grenades at it from the safety of cover, or pop out and stick it with a Plasma Grenade before thrusting back to safety. Beware of inbound Wraith blasts all the while.



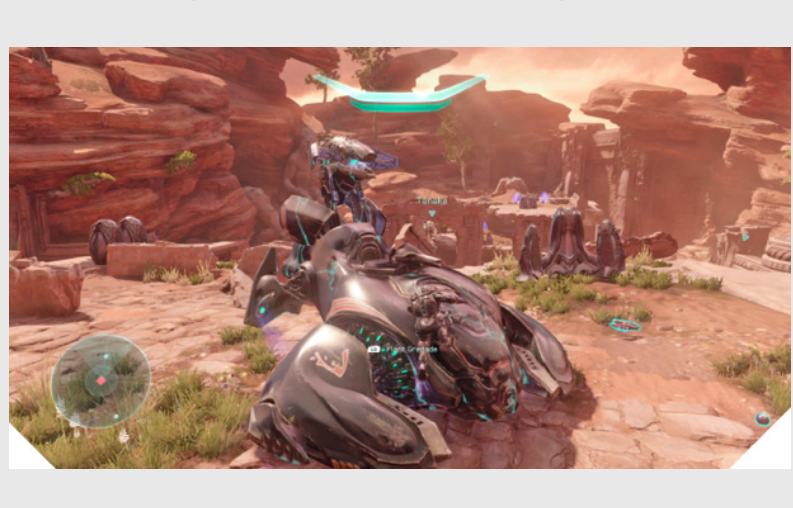
With the Shade Turret destroyed, trade your Storm Rifle or Plasma Pistol for a Beam Rifle and begin exploiting the Snipers' ledges to pick off the remaining Covenant troops. Each Jackal Sniper dropped a Beam Rifle, and there's another one leaning against the wall up here; these three Beam Rifles give you plenty of firepower to thin out the Covenant ranks. Just be careful not to get nuked by the Wraith during the effort.



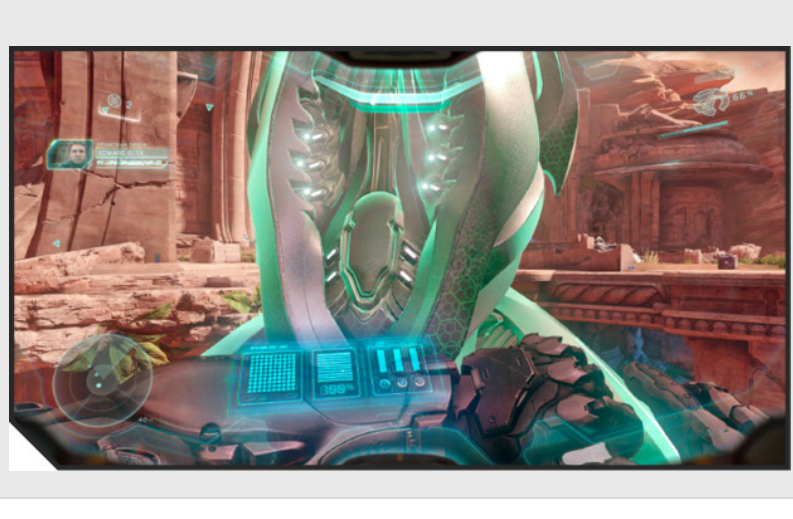
ALTERNATE APPROACH

With the bridge's defenders largely neutralized, it's time to tackle the Wraith. Eliminate its exposed gunner with a Beam Rifle or Carbine from a safe range, then grab a Plasma Pistol and advance on the Wraith. Disable the Wraith with charged Plasma Pistol shots as you approach, then get close and hold the Action button to board it. You can only do this while the Wraith has no gunner, so it's important to eliminate all nearby Elites from the Jackal Snipers' ledges before making the attempt.

While hanging from the Wraith, tap the indicated button to smash an opening in the vehicle and drop a grenade inside. Back away before the Wraith goes boom, then head back to the Jackal Snipers' ledges—it's time to disable that shield.

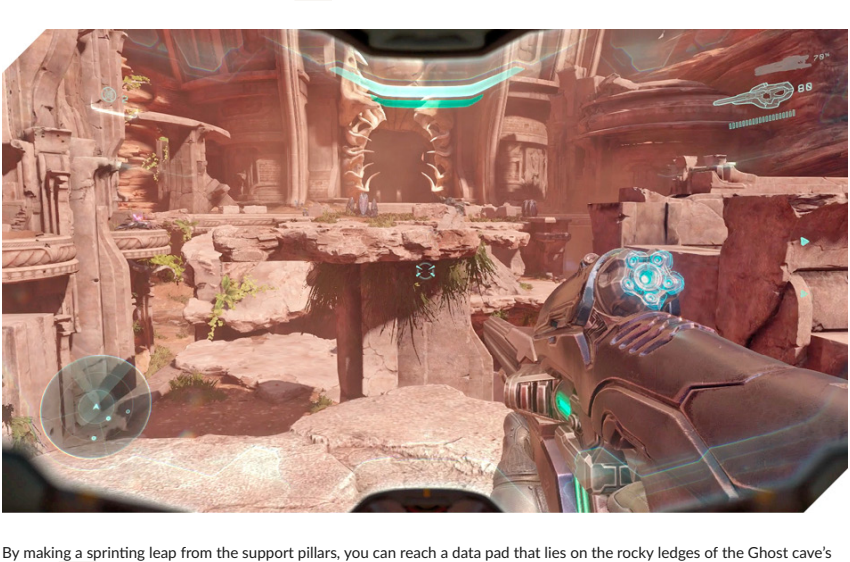


The Jackal Snipers' ledges feature a Plasma Battery device 27. Hold the Action button to overload the Plasma Battery and release a huge EMP blast that disables all shields and vehicles in the area, including the one that's blocking access to the temple. You could have tried this earlier, but it takes time to hack the Plasma Battery, and the Wraith would have likely annihilated you. It's much safer now that the Wraith is no more. With the shield down, enter the temple and continue your search for the Constructor.



TEMPLE GROUNDS DATA PAD

After eliminating most of the Covenant defenders around the temple grounds, it's safe to go after a tough-to-reach data pad in this area. Backtrack to the entry point and move across the top of the temple grounds' bridge. Keep going until you reach the point where the top of the bridge has collapsed 28, then jump to the next small section of bridge ahead. From there, turn right and jump to the nearby support pillars 29.



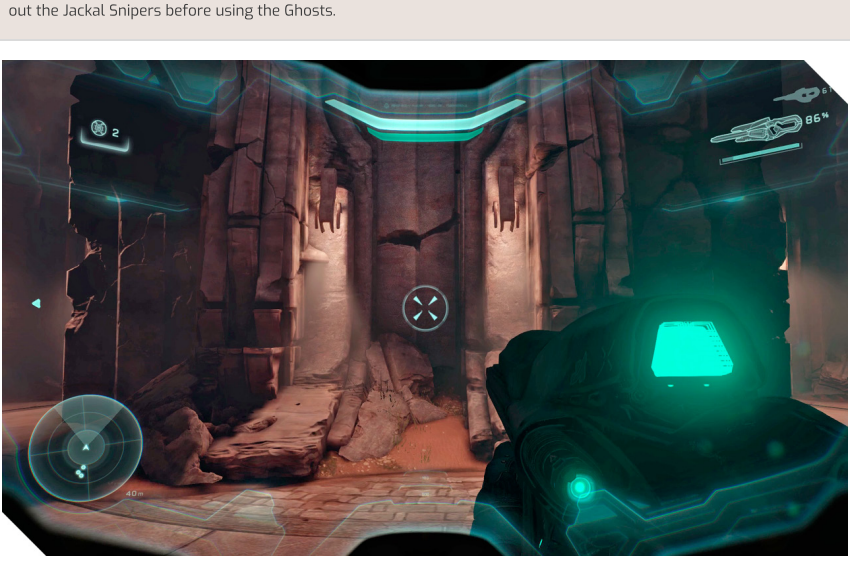
By making a sprinting leap from the support pillars, you can reach a data pad that lies on the rocky ledges of the Ghost cave's exterior 30. Sprint and leap from the support pillars, aiming to land near the data pad. (You may need to thrust or perform a Ground Pound in midair to make the distance.) Land and scan the pad for intel, then optionally grab the nearby Beam Rifle. Going after this data pad is risky when enemies are about; try reaching it on an easier difficulty level if you're having trouble.

MISSION 10 INTEL ACQUIRED (9/10)

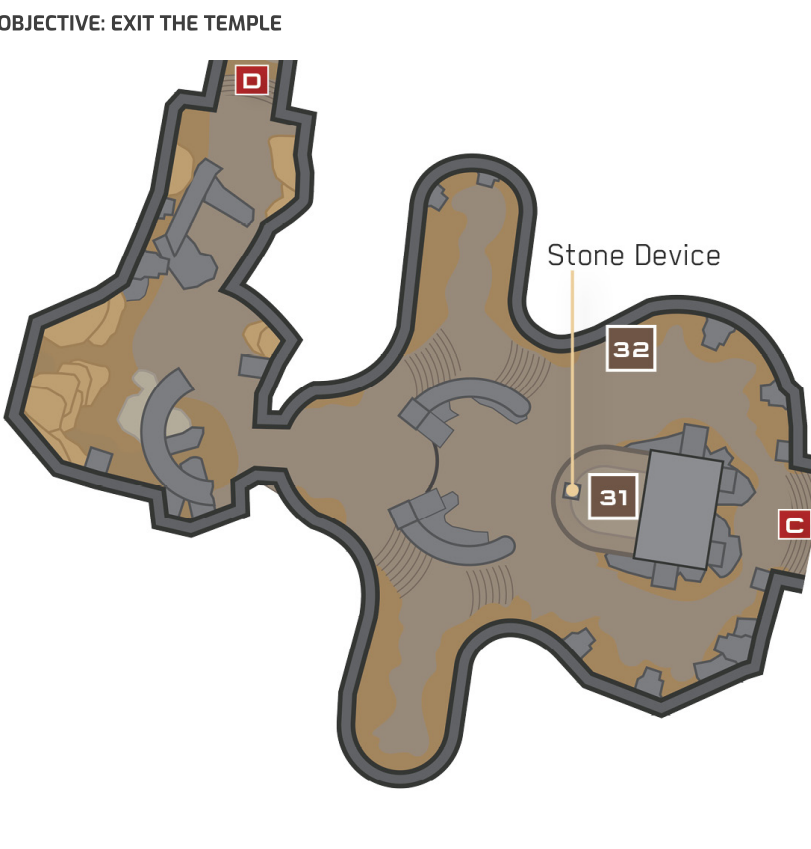
LEGENDARY STRATEGY

This battle can be challenging in the extreme on Legendary. If you're playing with friends, you definitely want to split up into groups, sending one team to raid the Ghost cave on the right and the other to secure the Jackal Sniper ledges on the left. This approach lets you work together to flank the bridge's myriad defenders.

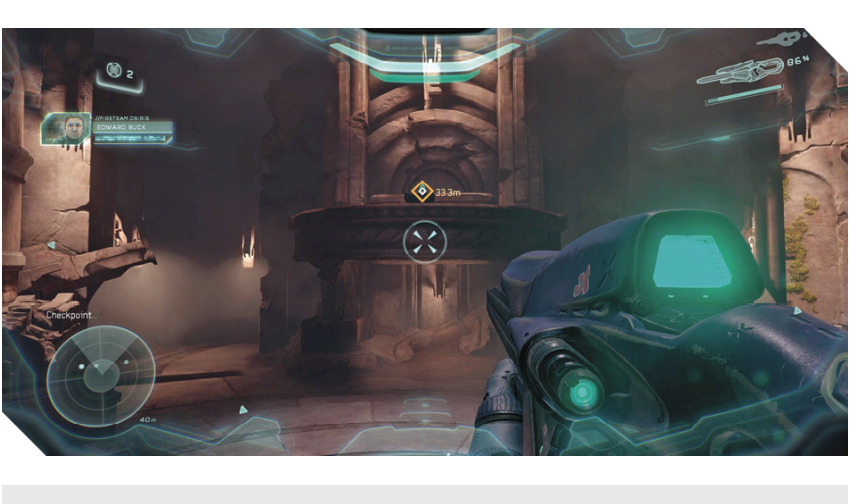
If you're playing solo, you have your work cut out for you. The tactics provided do apply, but you'll find the Wraith to be far more accurate and aggressive with its ordnance on Legendary. Shade Turrets and Snipers are also lethal, and you'll catch more fire from troop-deploying Phantoms. The Ghost approach is still your best bet, but you may want to clear out the Jackal Snipers before using the Ghosts.



OBJECTIVE: EXIT THE TEMPLE



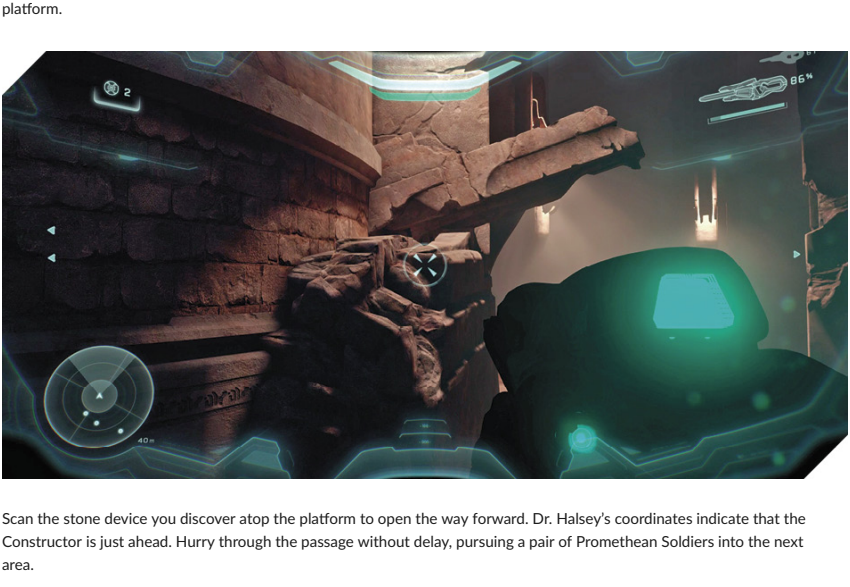
Contrasting with the chaos you've just endured in the temple grounds, the temple itself is remarkably quiet. There's no Constructor here, however, and Locke is afraid he may have hit a dead-end. Scan the temple with Artemis to detect a curious device on a high platform 31. Now you just have to reach it.



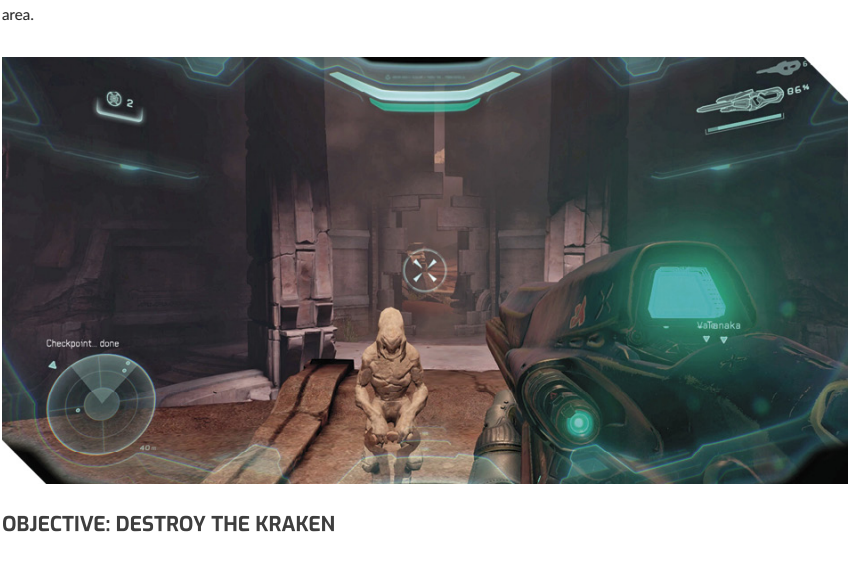
MARVELOUS MURALS

Take a moment to explore the temple and inspect its ancient murals. Your teammates will marvel at them just as you do.

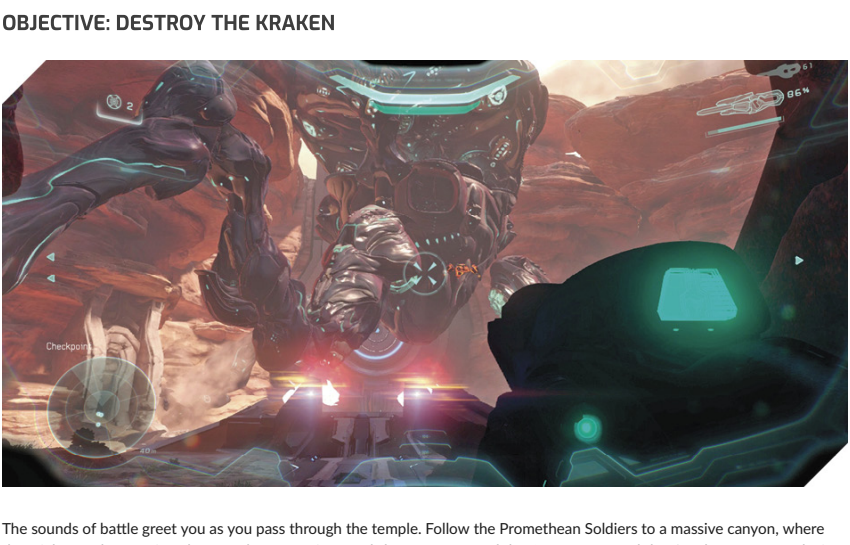
Jump and climb onto the remnants of the toppled pillar to the side 32, then leap out, thrust forward, and clamber onto the platform.



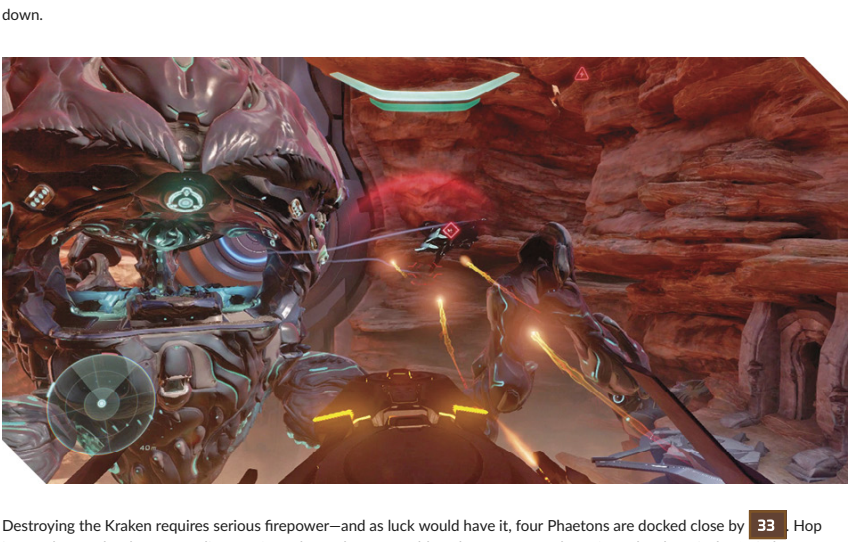
Scan the stone device you discover atop the platform to open the way forward. Dr. Halsey's coordinates indicate that the Constructor is just ahead. Hurry through the passage without delay, pursuing a pair of Promethean Soldiers into the next area.



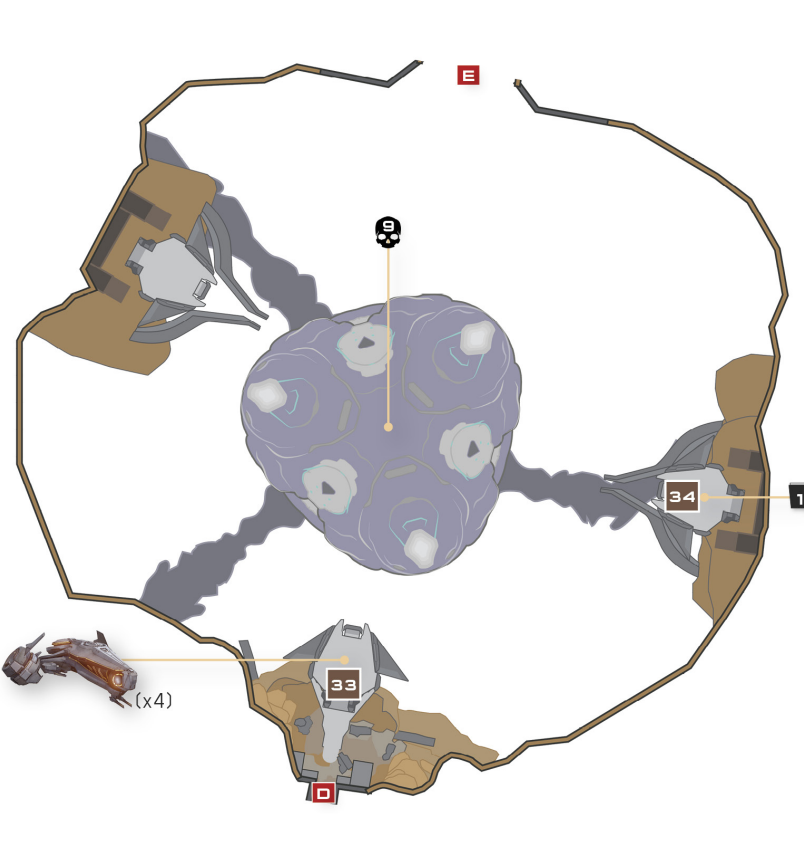
OBJECTIVE: DESTROY THE KRAKEN



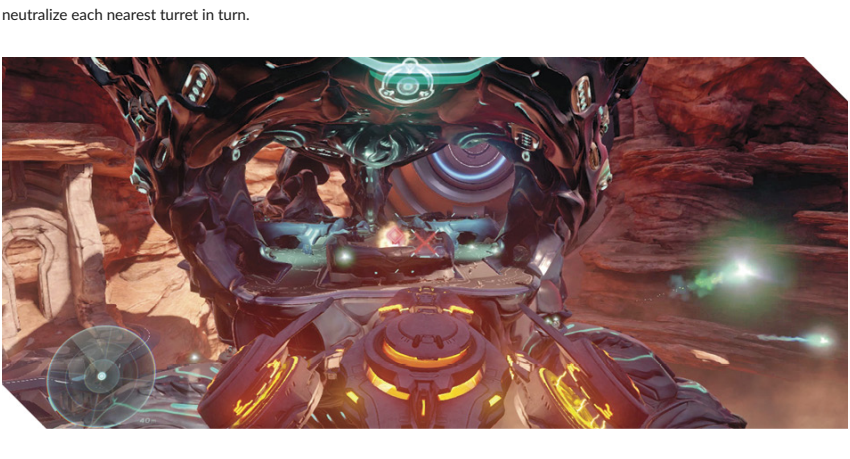
The sounds of battle greet you as you pass through the temple. Follow the Promethean Soldiers to a massive canyon, where the mighty Kraken awaits. That metal monstrosity stands between you and the Constructor, and the time has come to take it down.



Destroying the Kraken requires serious firepower—and as luck would have it, four Phaetons are docked close by 33. Hop into a Phaeton but keep your distance from the Kraken as you blast the enemy Banshees from the sky. Hit the Switch Weapon button and use the Phaeton's tracking missiles to obliterate each Banshee in short order.



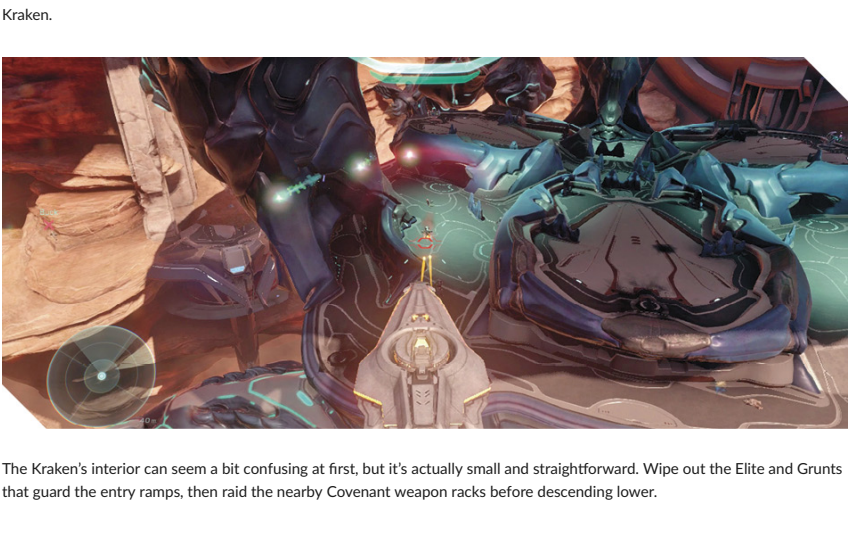
With the Banshees out of your hair, begin targeting the Kraken's many Shade Turrets. Maintain as much distance as possible as you fire more missiles at the Shades. If more than three Shade Turrets are firing on you, you're too close—back off and neutralize each nearest turret in turn.



ACHIEVEMENT: KRAKEN LACKIN'

Landing on the Kraken without destroying its turrets is hazardous in the extreme, yet that's exactly what you must do to earn this Achievement. There's no difficulty requirement for this one, so play on Easy difficulty to give yourself the best odds of landing on the Kraken safely. Land on the Kraken and bring it down without destroying any of its turrets, then complete the rest of the mission to earn your Achievement!

When it's safe to approach, fly up to the Kraken and eliminate the remaining Shade Turrets on its central deck. Use your Phaeton's guns to cut down any Covenant troops that emerge from the Kraken, then land on the deck and make your way down into the belly of the beast. The more Covies you kill before landing, the fewer you'll need to contend with inside the Kraken.

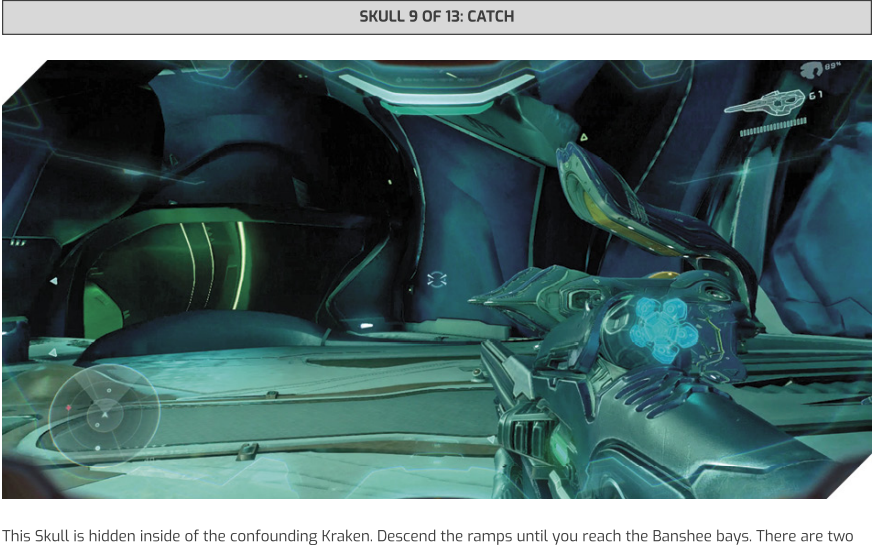


The Kraken's interior can seem a bit confusing at first, but it's actually small and straightforward. Wipe out the Elite and Grunts that guard the entry ramps, then raid the nearby Covenant weapon racks before descending lower.

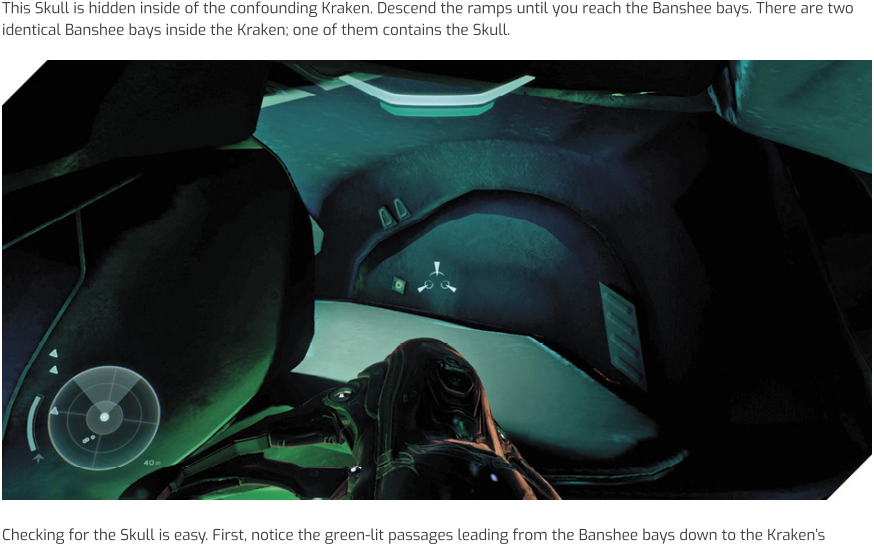
ALTERNATE ENTRY METHODS

Destroy Banshees to make more scramble out from the hangars, then slip in. You can also jump out onto one of the Kraken's legs and then jump-thrust in through the Shade Turret alcoves.

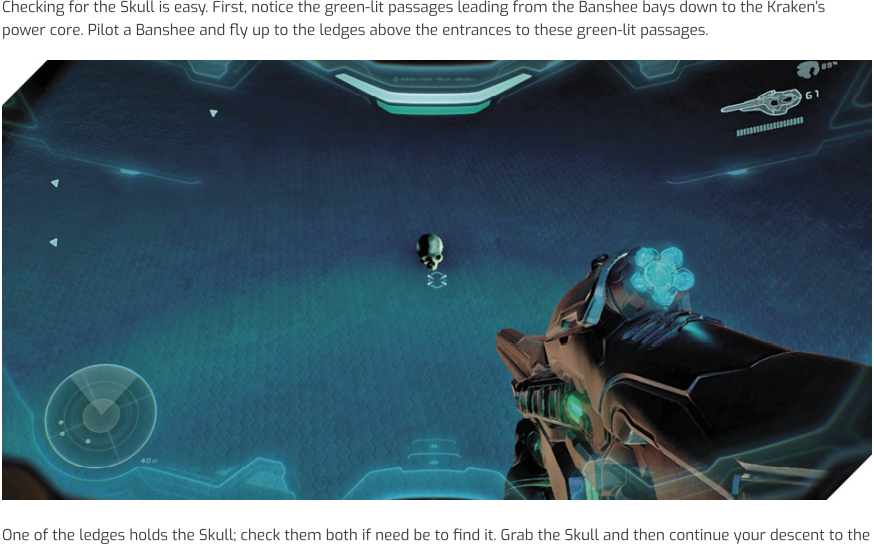
SKULL 9 OF 13: CATCH



This Skull is hidden inside of the confounding Kraken. Descend the ramps until you reach the Banshee bays. There are two identical Banshee bays inside the Kraken; one of them contains the Skull.



Checking for the Skull is easy. First, notice the green-lit passages leading from the Banshee bays down to the Kraken's power core. Pilot a Banshee and fly up to the ledges above the entrances to these green-lit passages.



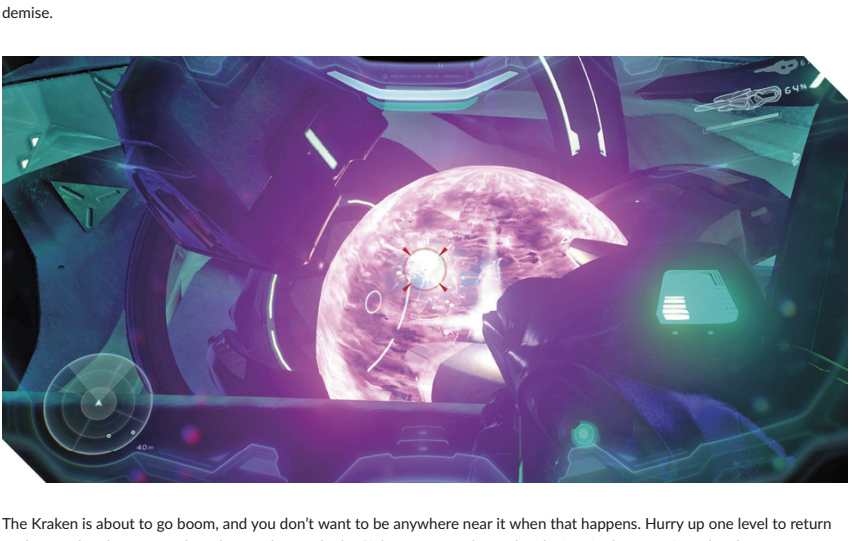
One of the ledges holds the Skull; check them both if need be to find it. Grab the Skull and then continue your descent to the Kraken's power core.

* * *

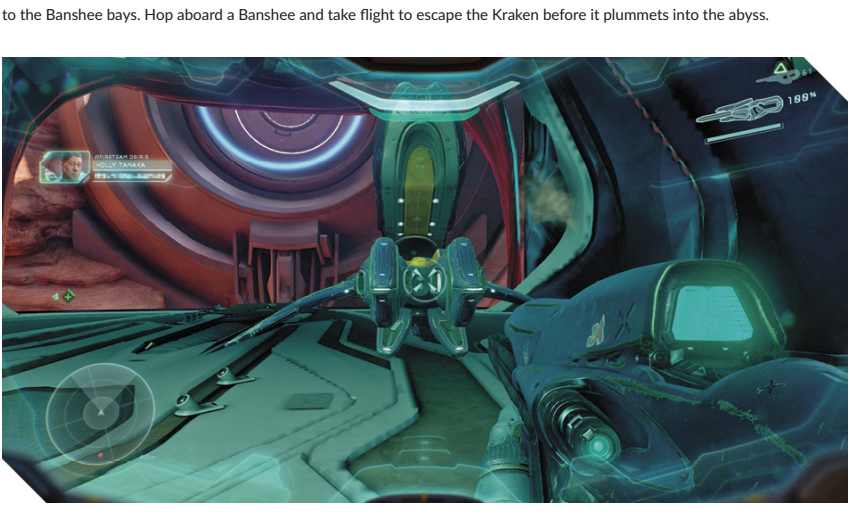
LEGENDARY STRATEGY

You face several Elites in the Kraken on Legendary difficulty, along with multiple shield Jackals. Exploit Storm Rifles and the Plasma Pistol's charged shots to quickly break these shields and expose the enemy to Carbine headshots.

Keep descending into the Kraken until you reach its power generator. Stick the generator's glowing core with a Plasma Grenade, or grab a fresh Storm Rifle from the nearby weapon rack and blast the core until it explodes, signaling the Kraken's demise.



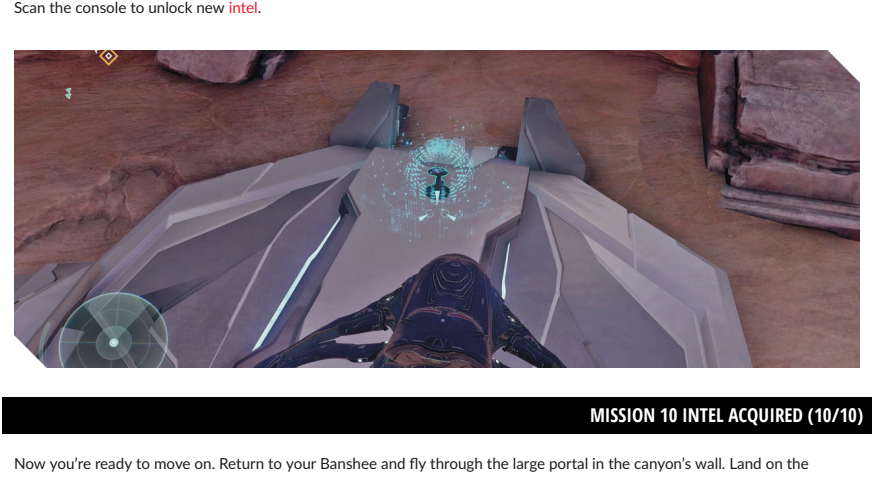
The Kraken is about to go boom, and you don't want to be anywhere near it when that happens. Hurry up one level to return to the Banshee bays. Hop aboard a Banshee and take flight to escape the Kraken before it plummets into the abyss.



ACHIEVEMENT: CEMERGENCY BOARDING PROCEDURES

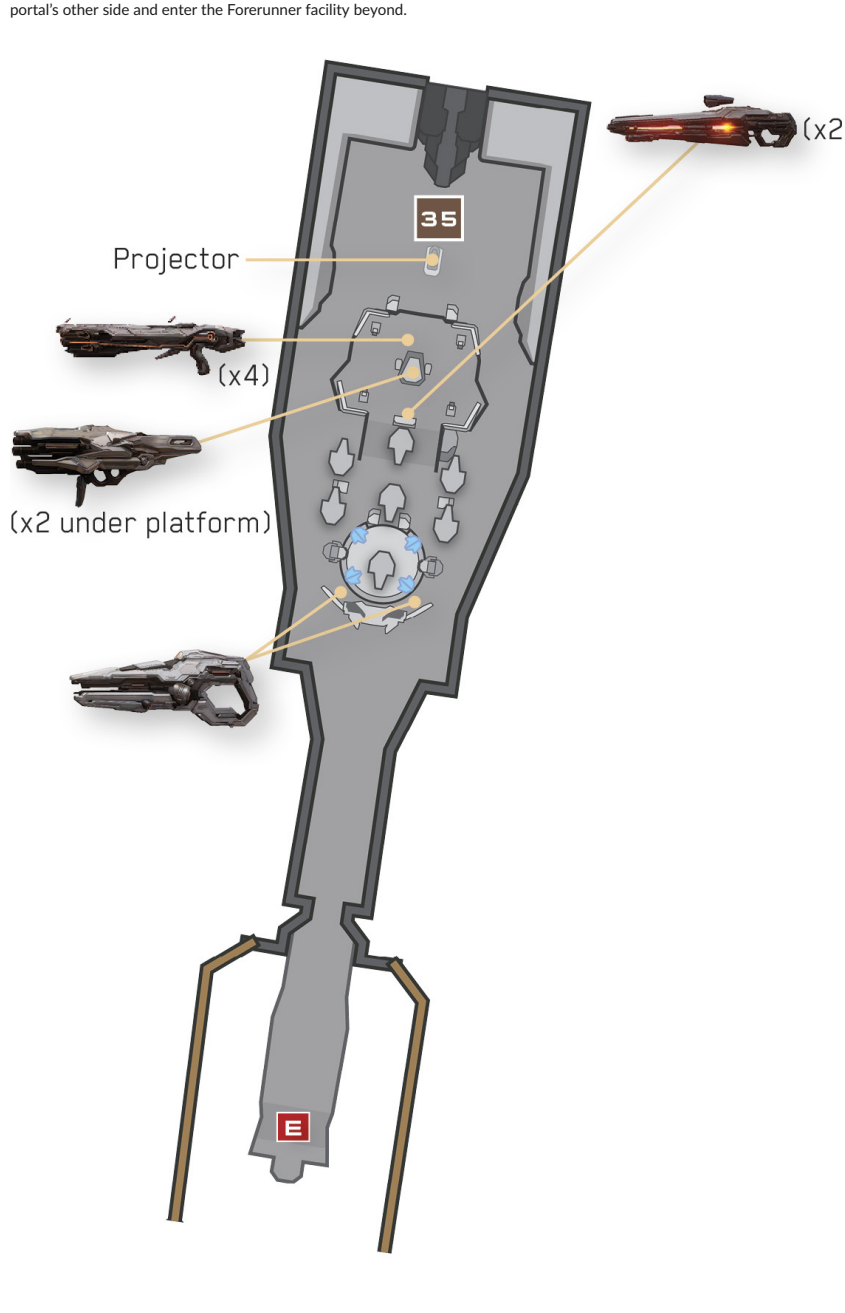
Escaping the doomed Kraken via Banshee is just too easy. When playing with friends, get crafty and coordinate your escape by having a Co-op buddy fly close and rescue you in a Phaeton! Leap from the doomed Kraken, land on a Phaeton that's piloted by a Co-op friend, and then make good your escape together like true Spartans. Escape the Kraken without using a Banshee, and an Achievement will be your reward!

Good work, Spartan! With the Kraken down, your path to the Constructor is clear. But before flying your Banshee through the large Forerunner portal in the canyon's wall, land on one of the canyon's side platforms 34 to discover a Forerunner console. Scan the console to unlock new intel.



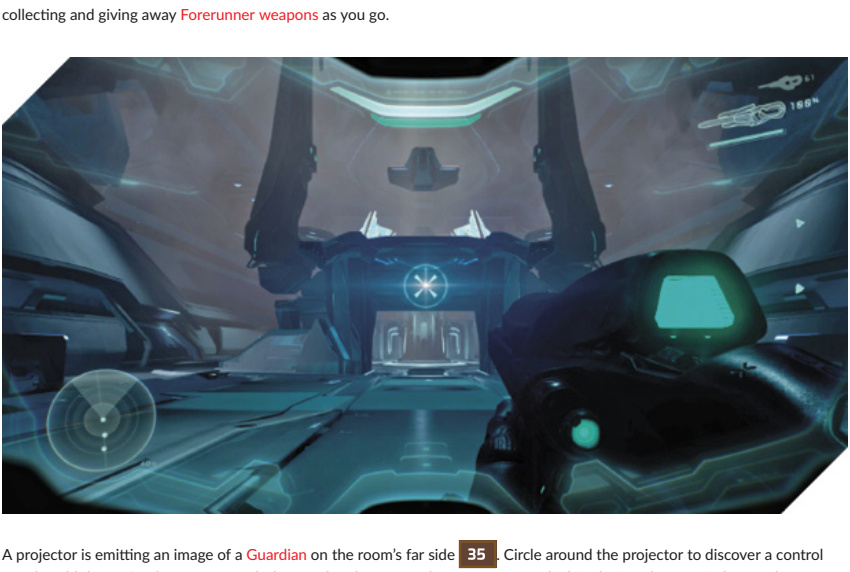
MISSION 10 INTEL ACQUIRED (10/10)

Now you're ready to move on. Return to your Banshee and fly through the large portal in the canyon's wall. Land on the portal's other side and enter the Forerunner facility beyond.

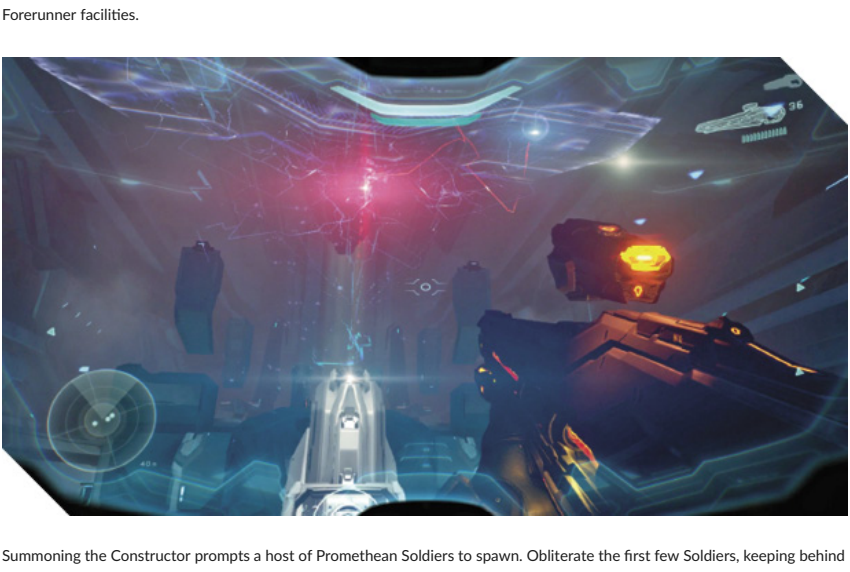


OBJECTIVE: RETRIEVE THE CONSTRUCTOR

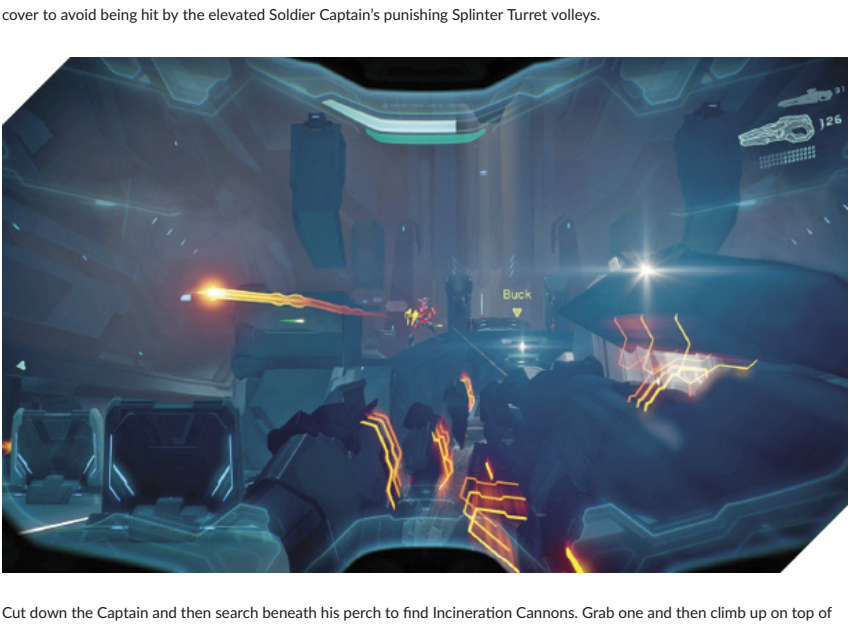
The Forerunner facility is quiet, but there's no sign of the Constructor. Still, it must be close. Advance to the room's far side, collecting and giving away Forerunner weapons as you go.



A projector is emitting an image of a Guardian on the room's far side 35. Circle around the projector to discover a control panel. Hold the Action button to smash the panel and summon the Constructor, which is designed to repair damaged Forerunner facilities.



Summoning the Constructor prompts a host of Promethean Soldiers to spawn. Obliterate the first few Soldiers, keeping behind cover to avoid being hit by the elevated Soldier Captain's punishing Splinter Turret volleys.



Cut down the Captain and then search beneath his perch to find Incineration Cannons. Grab one and then climb up on top of the platform, assuming the Captain's former position. Put its Splinter turret to use if you like, using it to annihilate the Soldier Captains, Knights, and Watchers that guard the room's far end. Switch to your Incineration Cannon afterward and mop up whatever's left.

ON TOP OF THINGS

Jump up the central floating platforms to gain superior firing angles on the Knights.

LEGENDARY STRATEGY

The start of this battle is most challenging on Legendary difficulty, because the first wave of Soldiers rushes you in force. Toss grenades at the elevated Soldier Captain, and use a Suppressor to shred the regular Soldiers' armor, switching to a LightRifle or Scattershot to finish them off once their cores are exposed. When advancing, trade your Suppressor or Scattershot for an Incineration Cannon, then launch charged shots to obliterate the two Knights and remaining Soldier Captains on the room's far side. Beware of the Knights' leaping advances and keep as far away from them as possible.

Secure the room, and Osiris will contact the Arbiter to inform him of their success. Exit the room to find a friendly Phantom waiting for you. Hop aboard the Phantom to flee the scene with the Constructor. Here's hoping Halsey can get some use out of this thing!

CAMPAIGN WALKTHROUGH

Campaign Walkthrough

Mission 11: Before the Storm

MISSION BRIEFING

"When it activates the Guardian, we hit Sunaion."

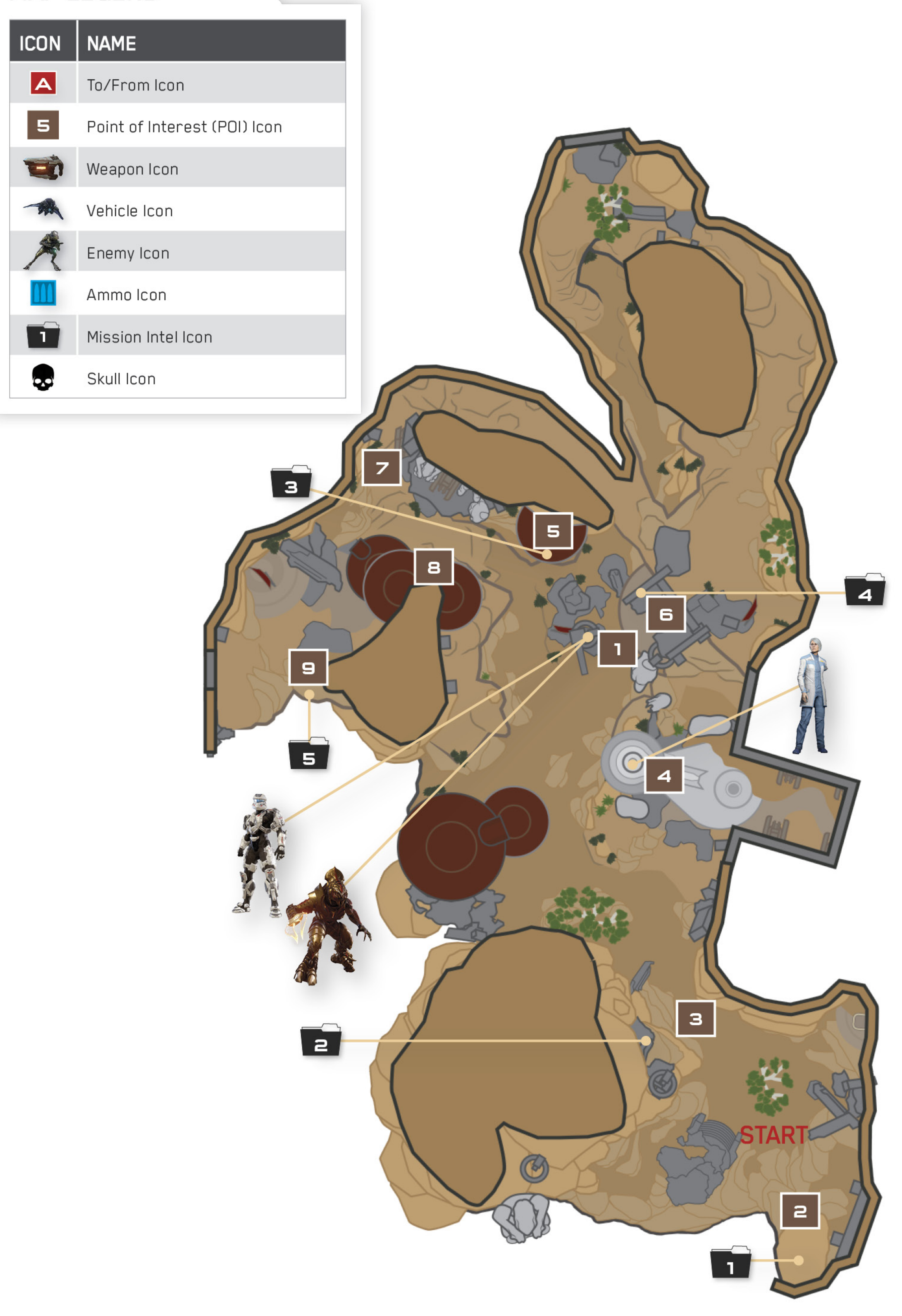
With the Constructor secured, Fireteam Osiris is ready to storm Sunaion in search of the Guardian. The Swords of Sanghelios are also eager for battle, for Sunaion is the Covenant's final stronghold on Sanghelios. The time for war grows near, Spartan.

The siege of Sunaion is at hand. Report in with Spartan Palmer and Dr. Halsey to confirm your orders before beginning the assault.

▶ CALM BEFORE THE STORM

The lust for combat has taken hold of the Arbiter's camp, yet the area remains a neutral site void of enemies. Also, as on your previous visit, there are several pieces of Mission Intel to discover but no Skulls to collect or special Achievements to complete.

TO THE HUNT

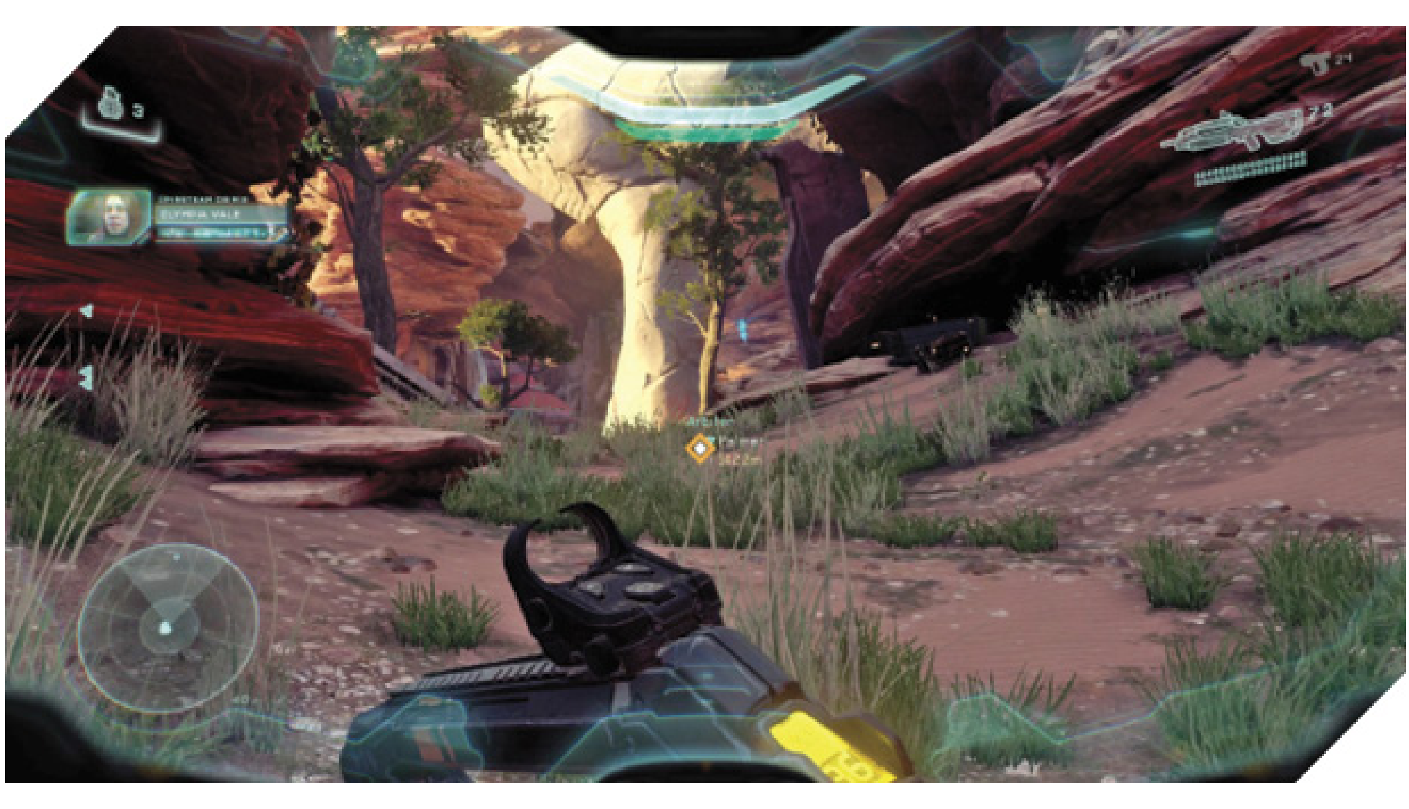


MAP LEGEND

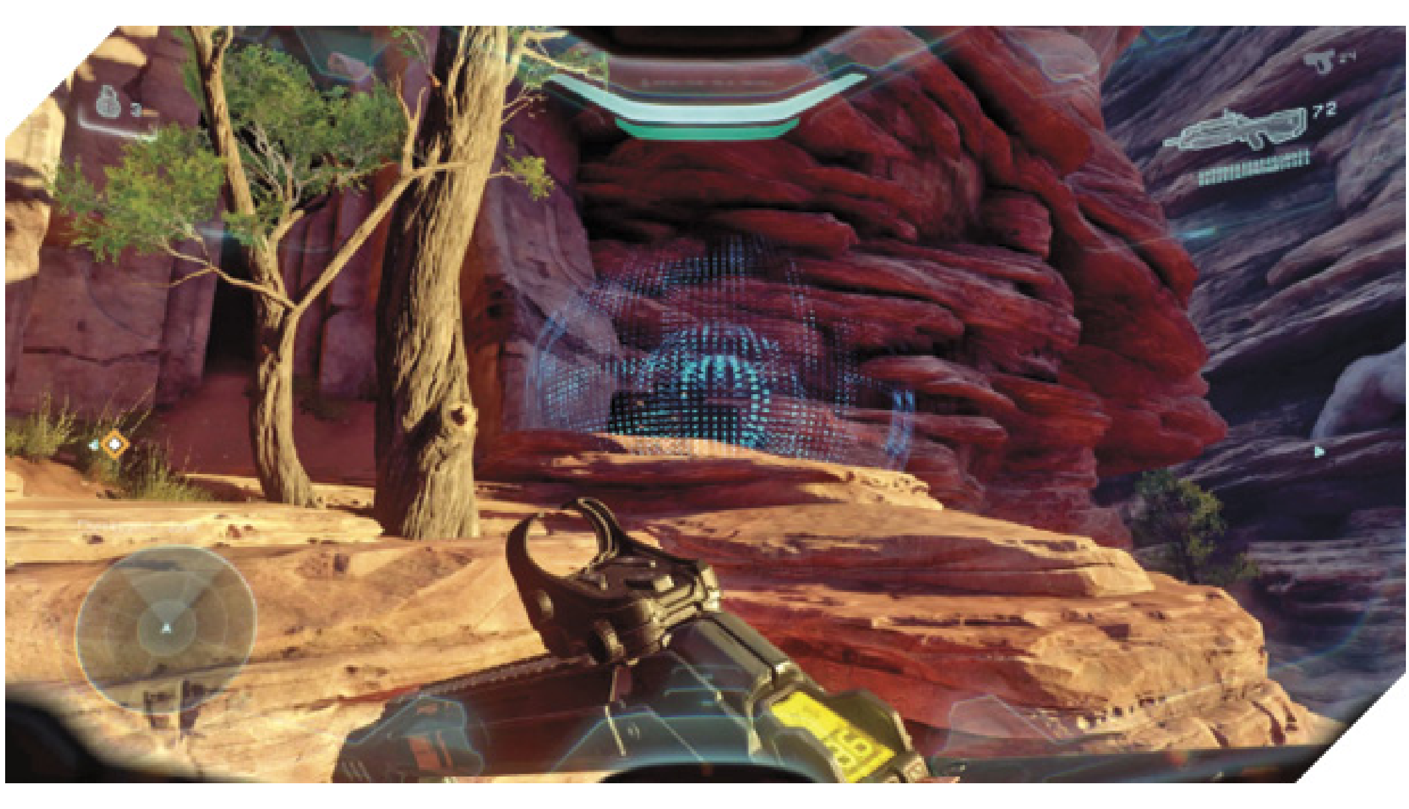
ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
	Skull Icon

OBJECTIVE: REPORT TO PALMER

The Constructor flies off to carry out its duty. You'd better do the same. Use Artemis to locate Spartan Palmer **1**, who is eagerly awaiting your report.

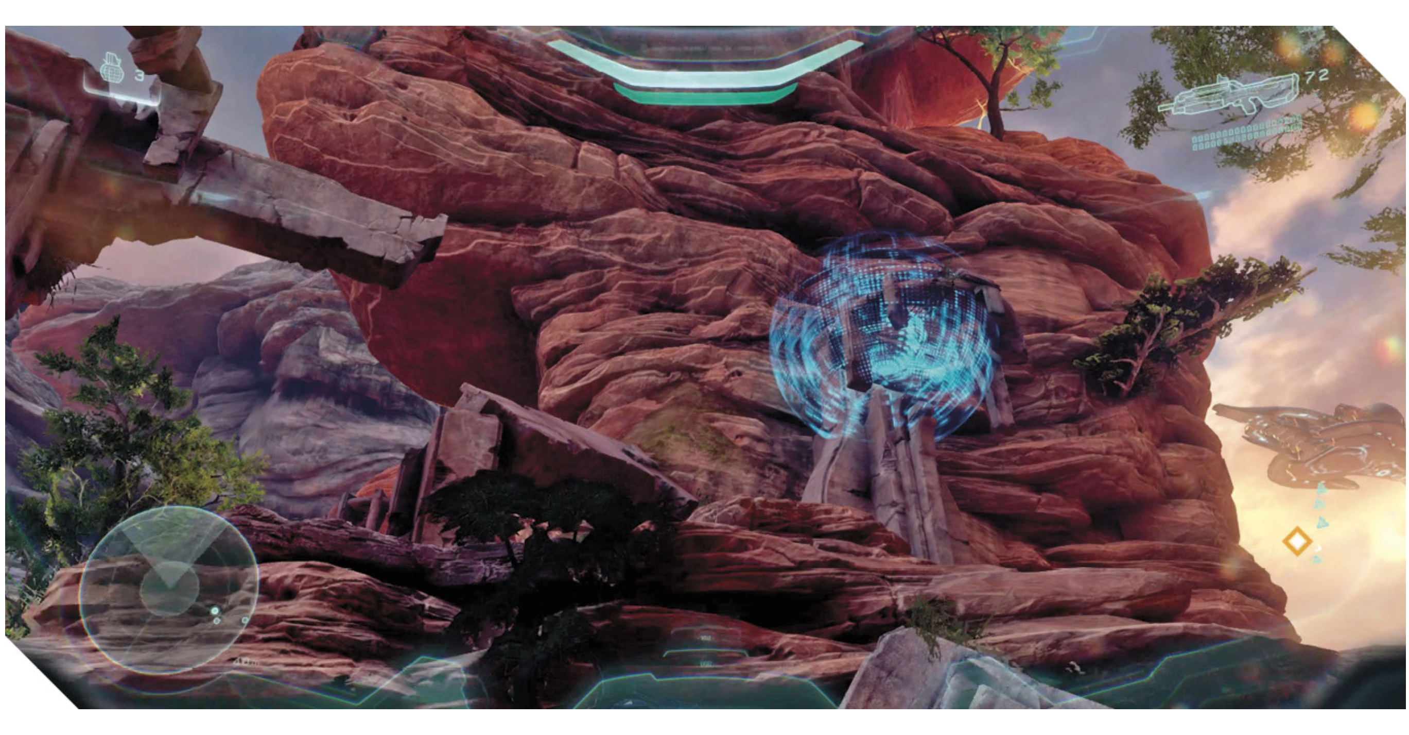


Before heading over to Palmer, turn around from the starting point and leap up the rocks behind you **2** to discover a Covenant data pad on a high pile of crates. Scan it for intel.



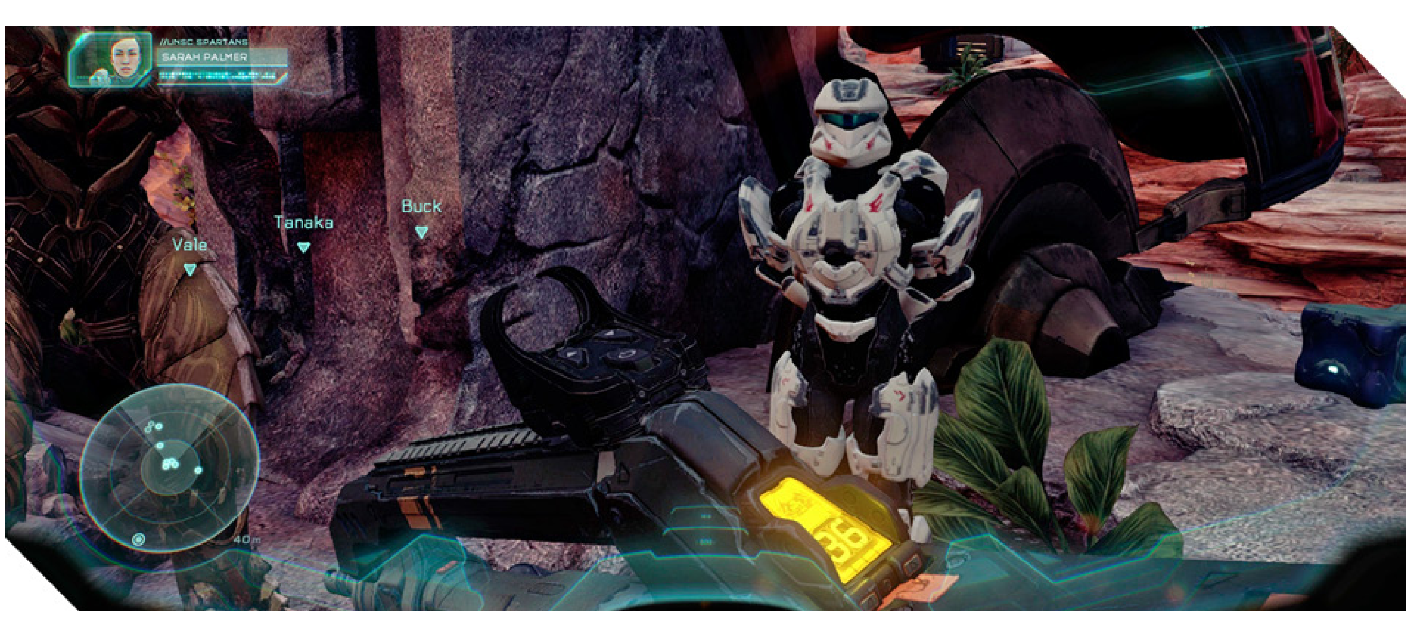
MISSION 11 INTEL ACQUIRED (1/5)

Now follow Artemis toward Spartan Palmer's position. Engage Artemis along the way **3** to locate a lofty data pad atop a tall pillar on your left. Climb onto the nearby toppled pillar and leap over to the data pad's pillar, thrusting forward to reach it if need be. Carefully scan the data pad without falling.



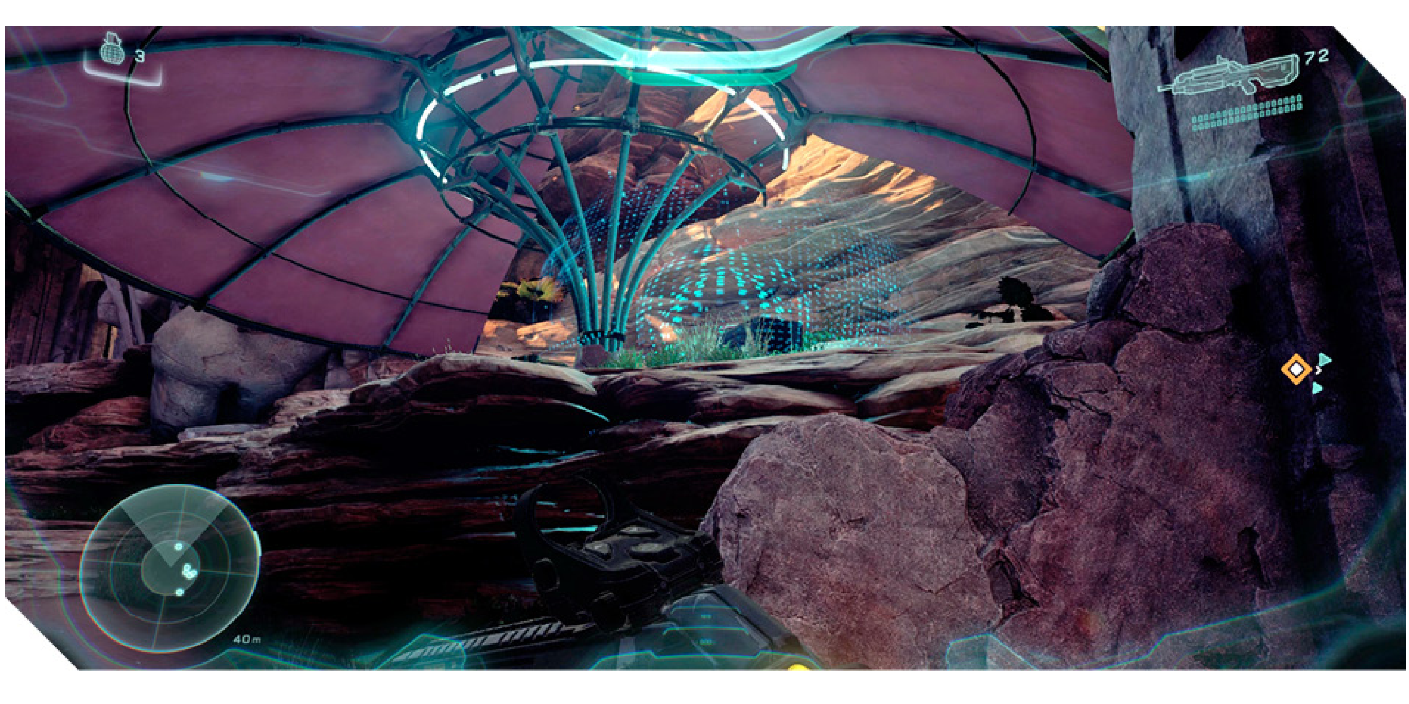
MISSION 11 INTEL ACQUIRED (2/5)

Report in to Palmer **1**, who is pleased to hear of your success in obtaining the Constructor. She indicates that you should speak with Dr. Halsey **4** for an update. Meanwhile, the nearby Arbiter seems restless, yearning for battle.



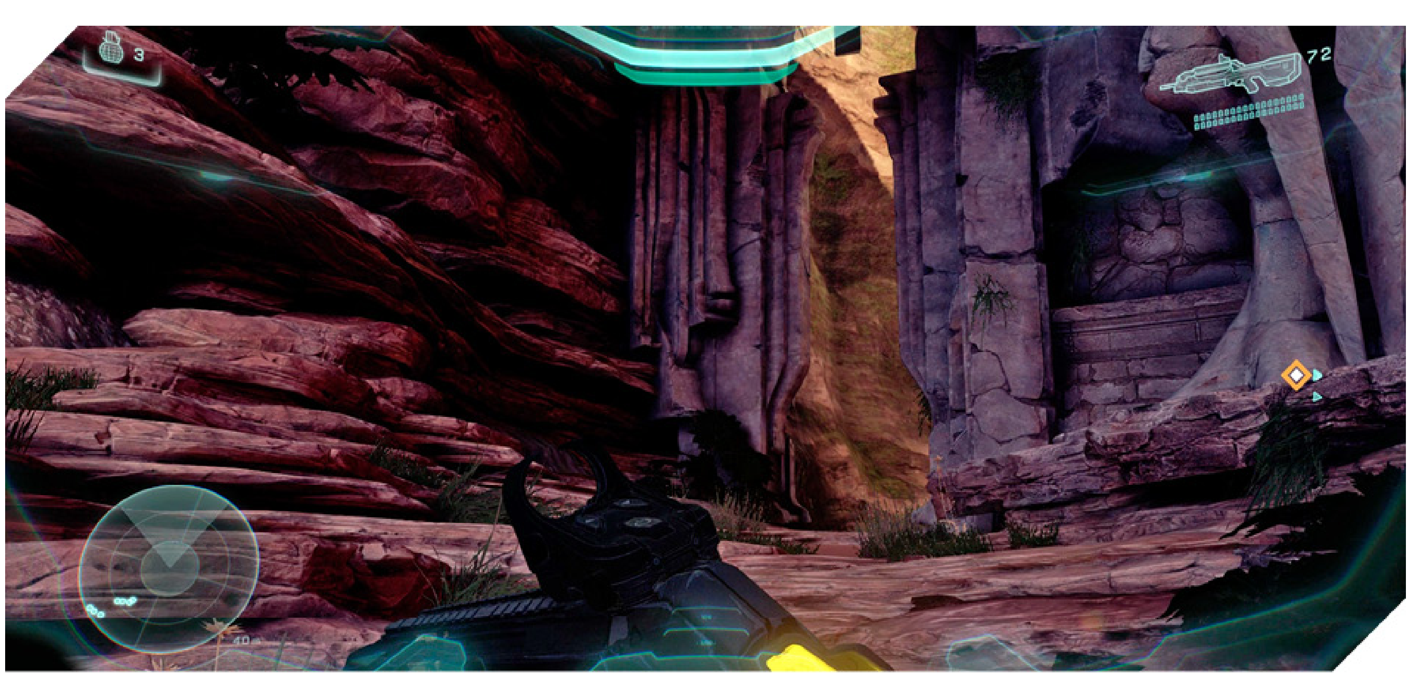
OBJECTIVE: REPORT TO HALSEY

Talking to Halsey will advance you to the next mission, so don't do so until you're ready to leave the Arbiter's camp. If you're after more intel, use Artemis to detect two nearby objects of interest: one beneath a tent on a nearby ledge **5** and the other atop the large nearby statue **6**. The ledge is closer and easier to reach; climb up to find a Covenant data pad resting on a crate.

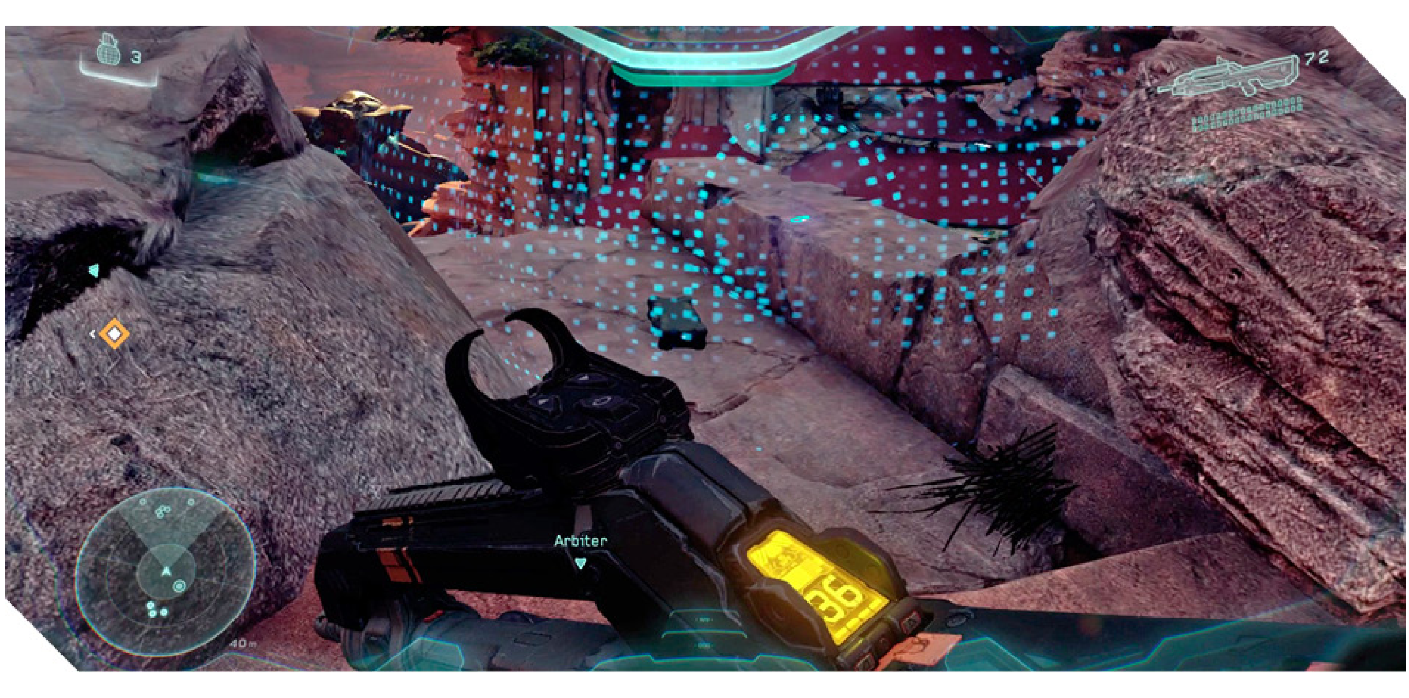


MISSION 11 INTEL ACQUIRED (3/5)

Climbing the statue isn't quite as straightforward. Drop from the ledge and go right, moving away from the statue and the Arbiter. Turn right again and then head for a narrow path that runs beyond some tall stone ruins **7**.

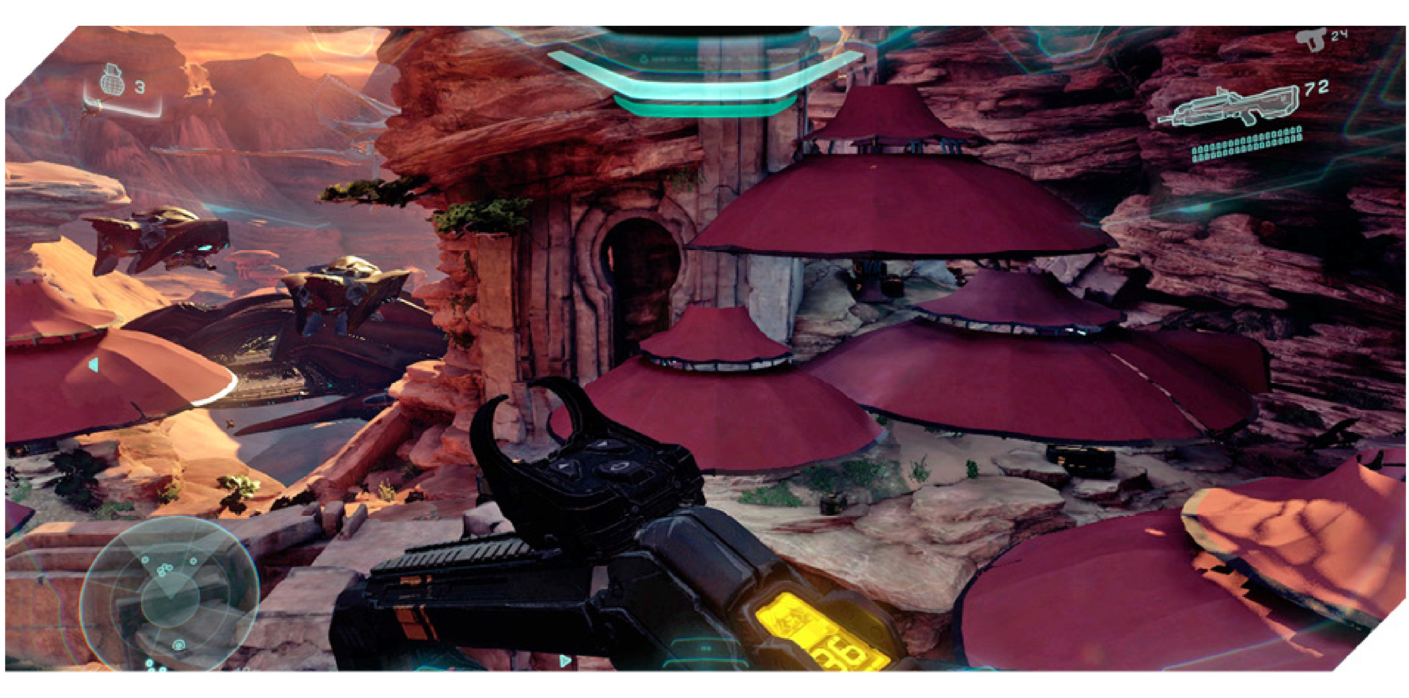


Follow the path to its end and you'll emerge near the top of the statue **6**. The data pad is nearby; use Artemis to pinpoint its location and then scan it.

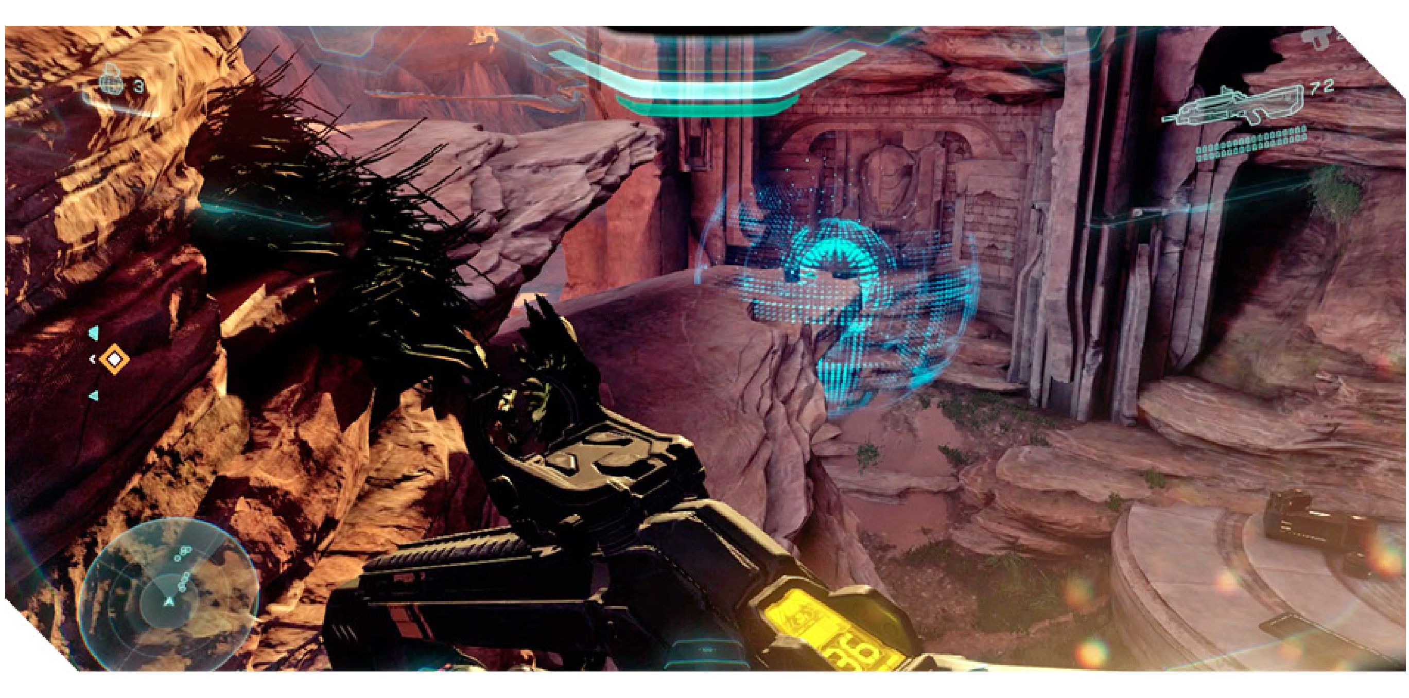


MISSION 11 INTEL ACQUIRED (4/5)

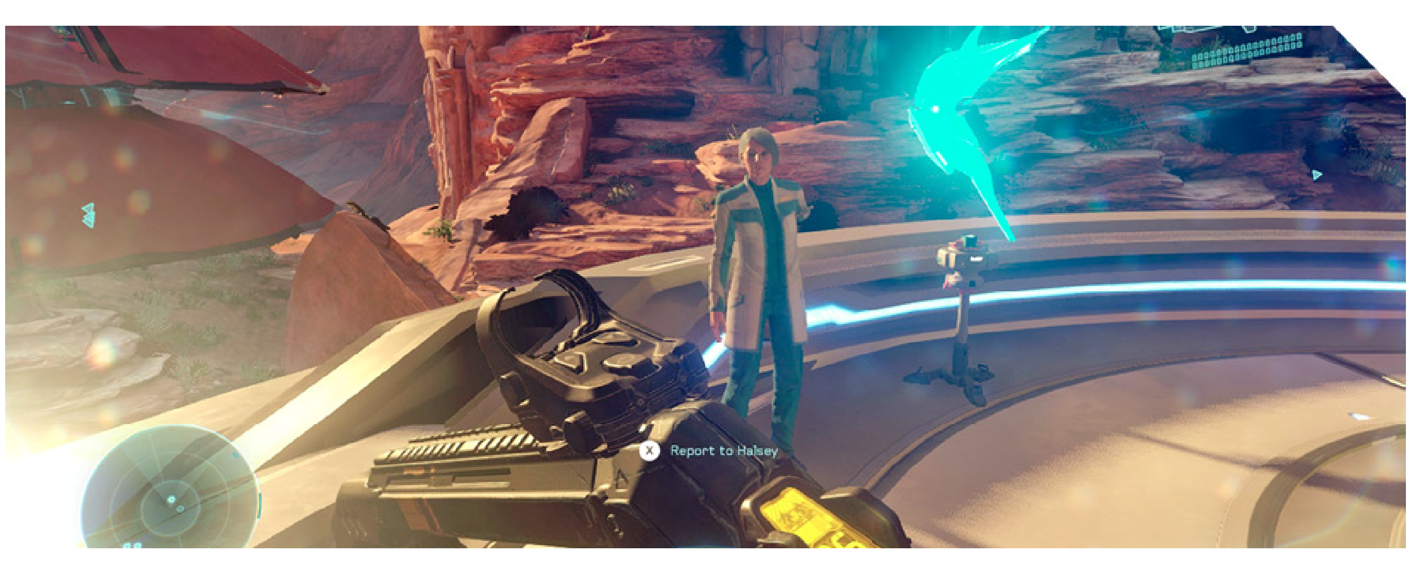
From the height of the statue, you have an excellent view of the entire camp. Notice the three "tiered" tents to the right of the Arbiter **8**. Descend and head toward these tents, then jump up and climb on top of the lowest tent. From there, carefully jump and climb to the second-highest tent, and then up onto the highest tent.



When you reach the top of the highest tent, circle around and then use Artemis to locate another Covenant data pad on the edge of a nearby ledge **9**. Hop over and scan it for more intel.



All right, Spartan, the time has come for war. Report to Dr. Halsey **4**, who indicates that it could take days for the Constructor to activate. Such is not the case, however, as the Constructor suddenly flies off toward the Guardian's location. There isn't a moment to lose! Locke calls out to the Arbiter, signaling that the time for battle is at hand.



MISSION 11 INTEL ACQUIRED (5/5)

Mission 12: Battle of Sunaion

Mission Briefing

"Today the Covenant will fall. Sanghelios will be free!"

Although driven by vastly different motives, Fireteam Osiris and the Swords of Sanghelios once again stand united against the dwindling Covenant threat. Sunaion serves as the Covenant's final stronghold on Sanghelios, and the Swords yearn to rid their home world of its Covenant plague. Osiris needs the Swords' help in reaching the Guardian within the city, for only through it will they be able to track down Blue Team. The stage is set for a legendary battle.

With the Constructor's aid, Fireteam Osiris should be able to use the Guardian to follow Blue Team. Storm Sunaion alongside the Arbiter's forces and locate the Guardian. Find a way onto the Guardian and use it to pursue Blue Team.

Enemies Encountered

CRAWLER

ELITE

GRUNT

HUNTER

JACKAL

KNIGHT

SOLDIER

WARDEN ETERNAL

WATCHER

Vehicles Encountered

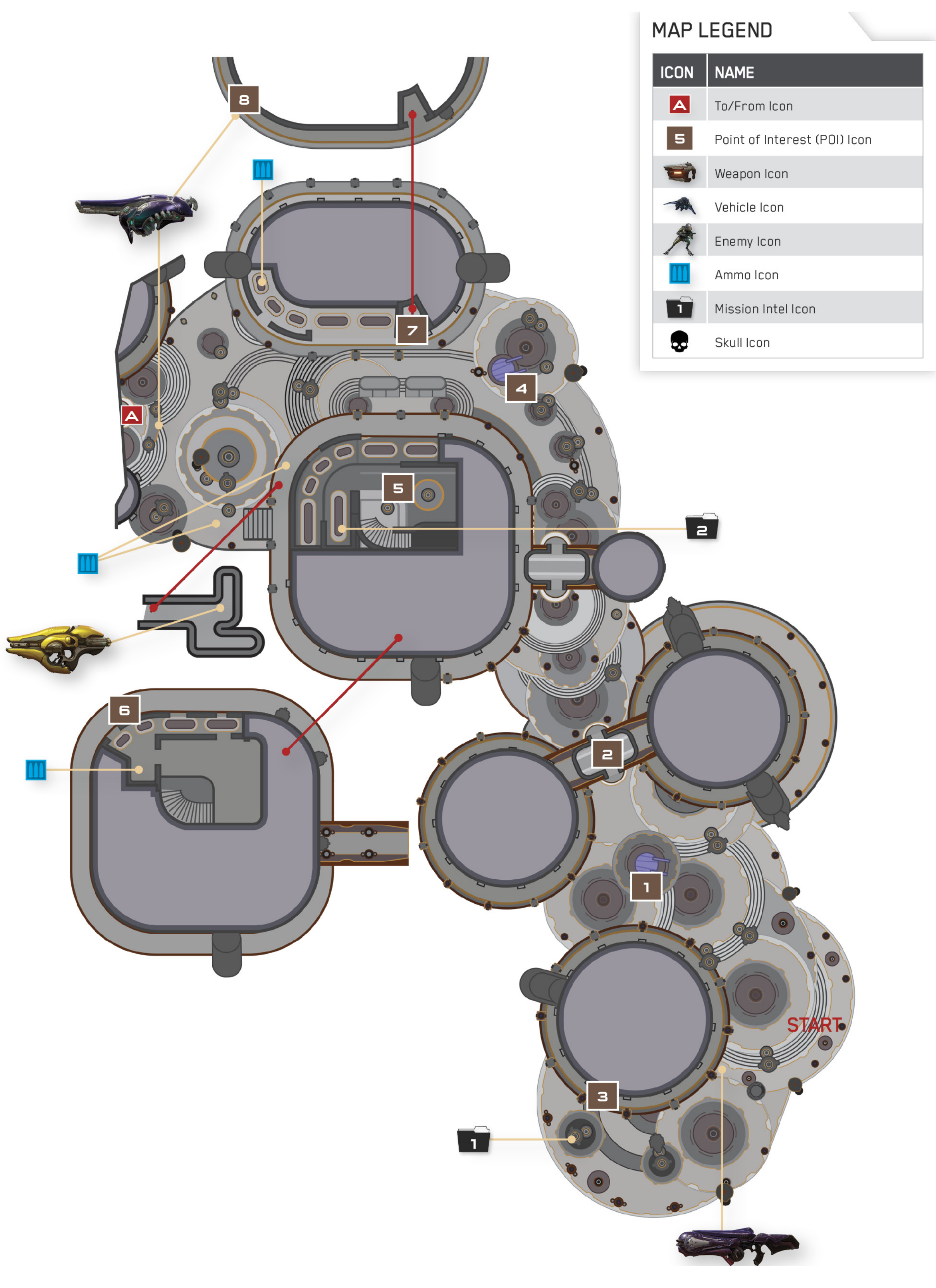
PHANTOM

SPIRIT

CAMPAIGN WALKTHROUGH

Mission 12: Battle of Sunaion

Fall of the Covenant

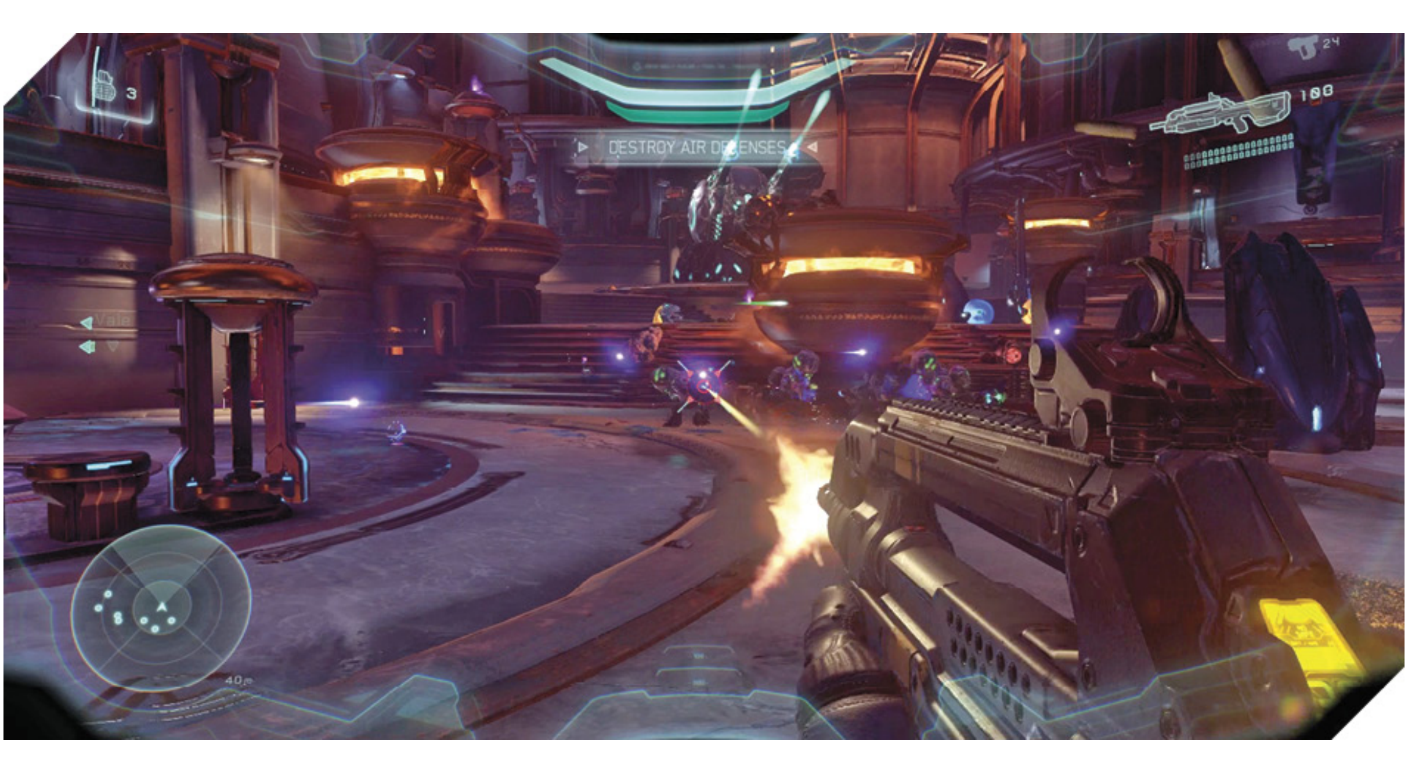


MAP LEGEND

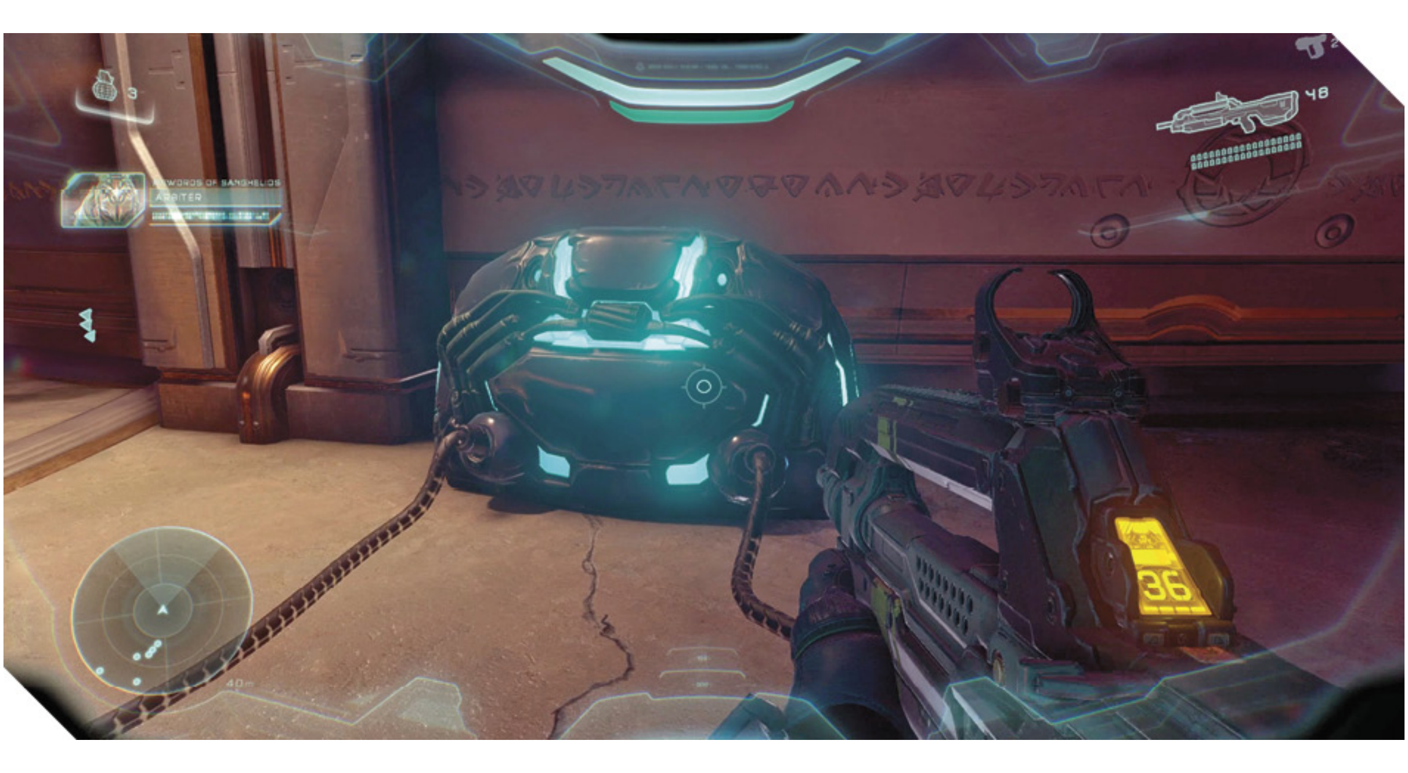
ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
☠	Skull Icon

OBJECTIVE: DESTROY AIR DEFENSES

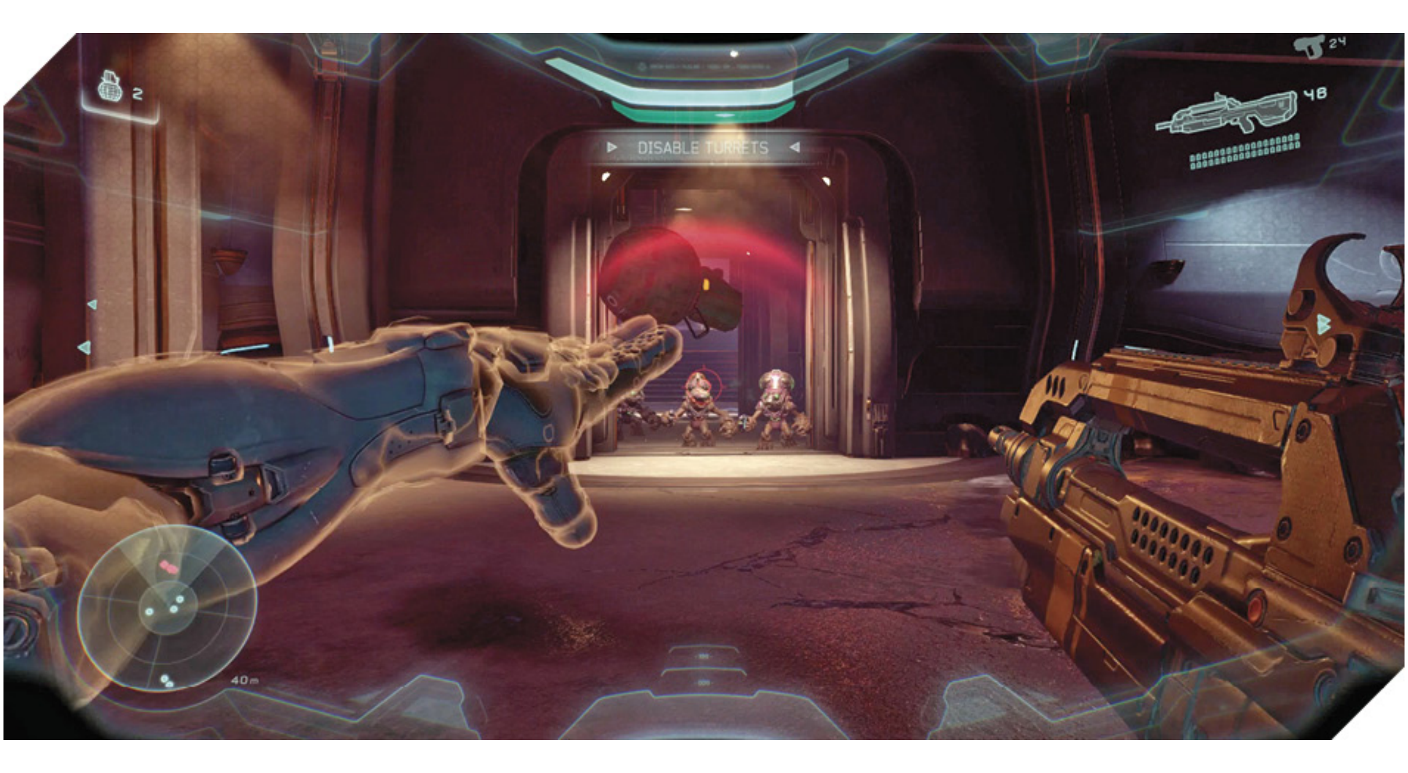
This mission kicks off with a brief but intense firefight against a band of Covenant Grunts and Jackals defending an anti-air (AA) turret 1. They're no match for Fireteam Osiris, especially now that you've got the Swords of Sanghelios's full support. Cut down the Covies without mercy to secure your landing site.



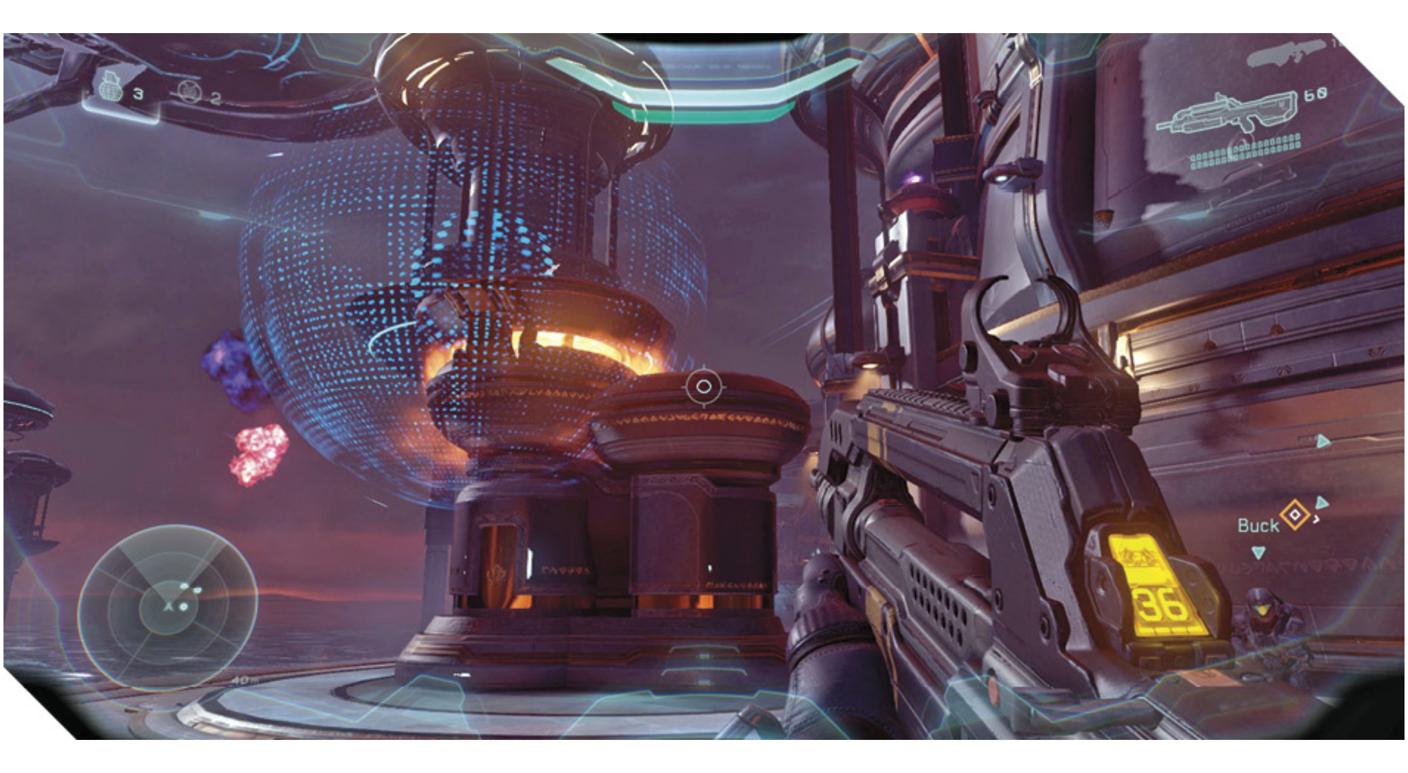
With the landing site secured, move to disable the nearby AA turret 1. You can do this by firing on the turret itself, but it's faster to simply destroy its nearby battery. Use Artemis to detect the battery, then hit it with a few melee strikes to destroy it.



Grunts storm in from a nearby doorway 2 after you disable the turret. Greet them with a grenade and pick off any survivors, but don't head through the doorway just yet.

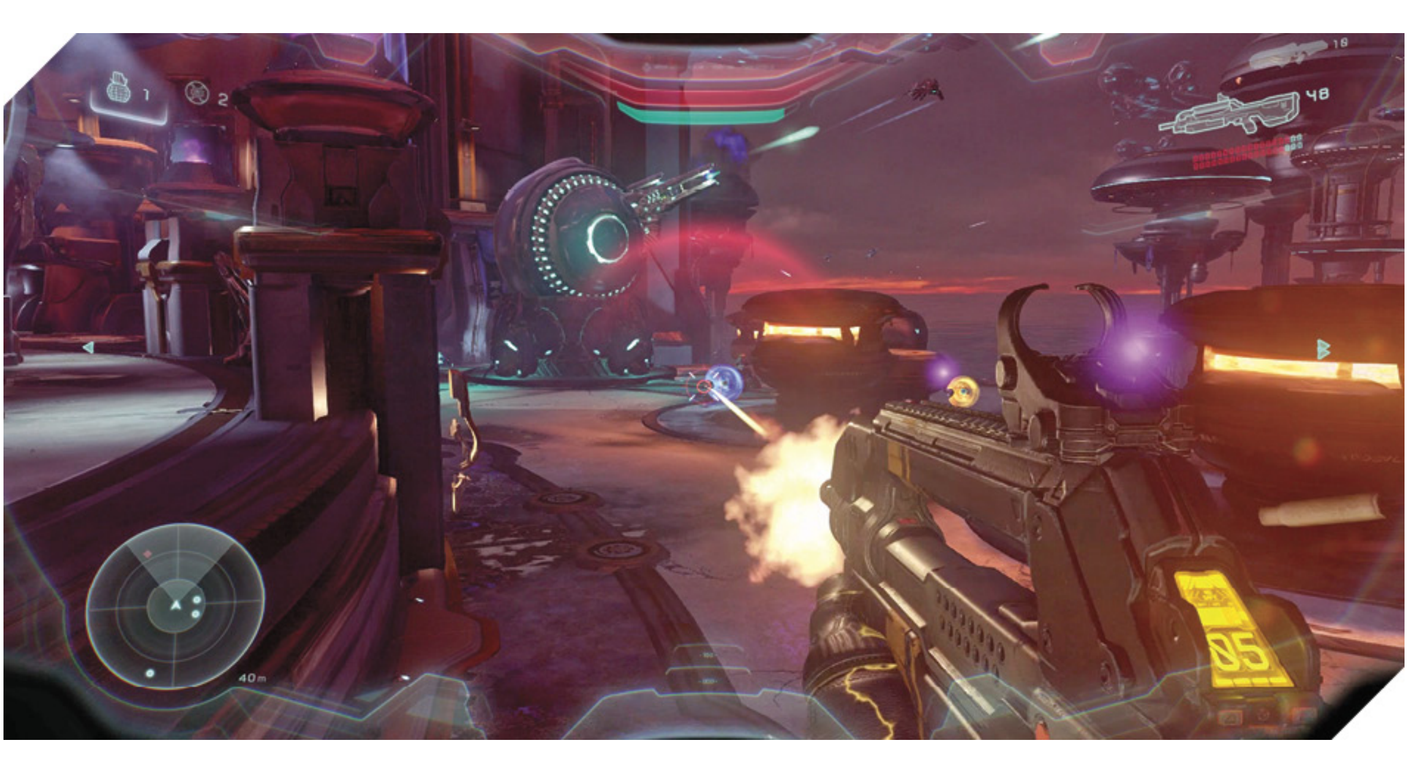


Instead, loop around to the left of the landing site to find a powerful Plasma Caster. Keep going and engage Artemis to detect an item of interest atop a tall brazier. It's a data pad, and you need to leap from the nearby building's balcony to reach it 3. Backtrack to the landing site, go upstairs, climb onto the balcony, and then circle around and leap over to the data pad.

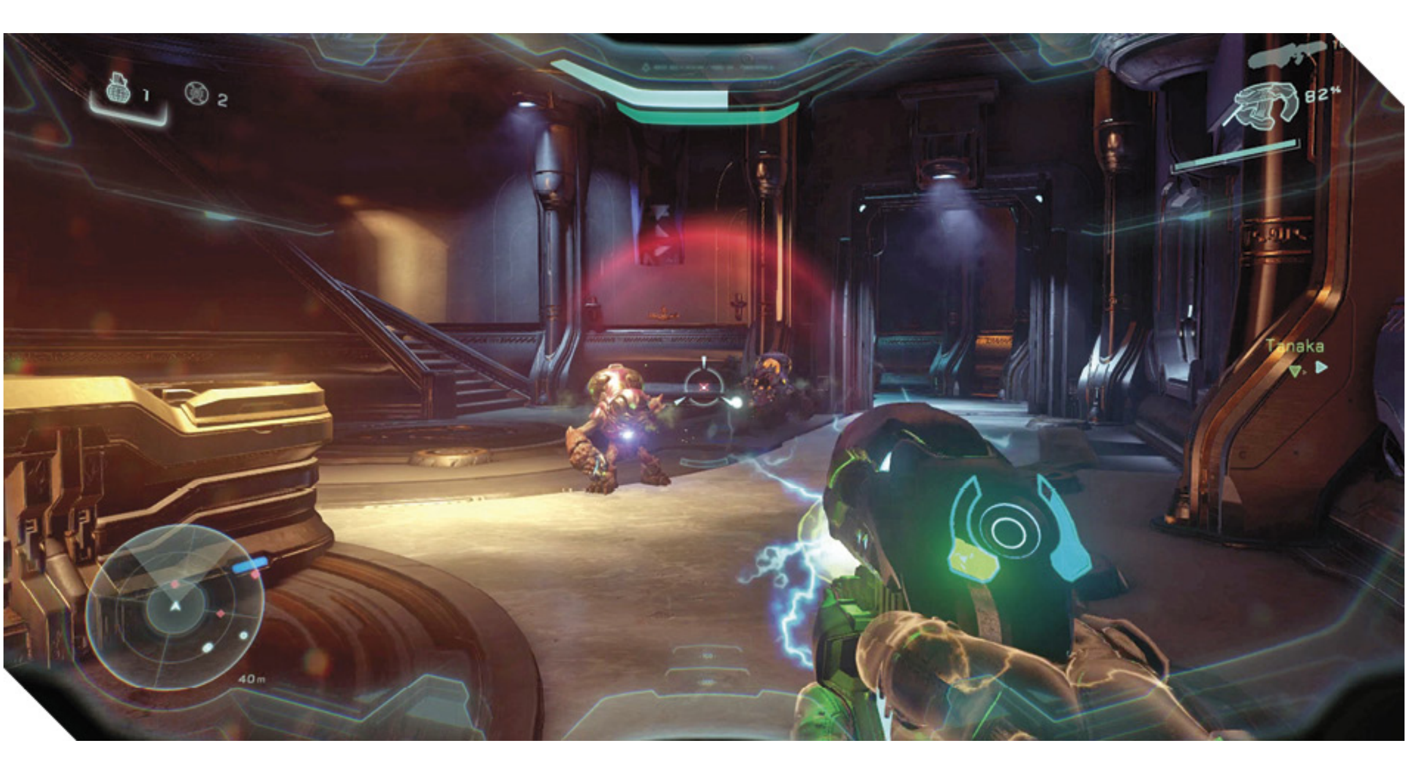


MISSION 12 INTEL ACQUIRED (1/8)

Now return to the doorway from which the Grunts emerged, and go through to approach another AA turret 4. Push back the Covenant defenders as you move to destroy the turret's battery just as you did before. Pick off the Jackals on the far balcony, then destroy the turret's battery with melee strikes to disable the turret.



The street that follows is filled with Covenant forces, as are the buildings on either side. Rushing through is ill-advised, so take your time and clear out the side buildings first before advancing down the street. Enter the building on the left 5 to eradicate more Grunts, then search the ground floor with Artemis to discover a control console. Scan it to unlock new intel.

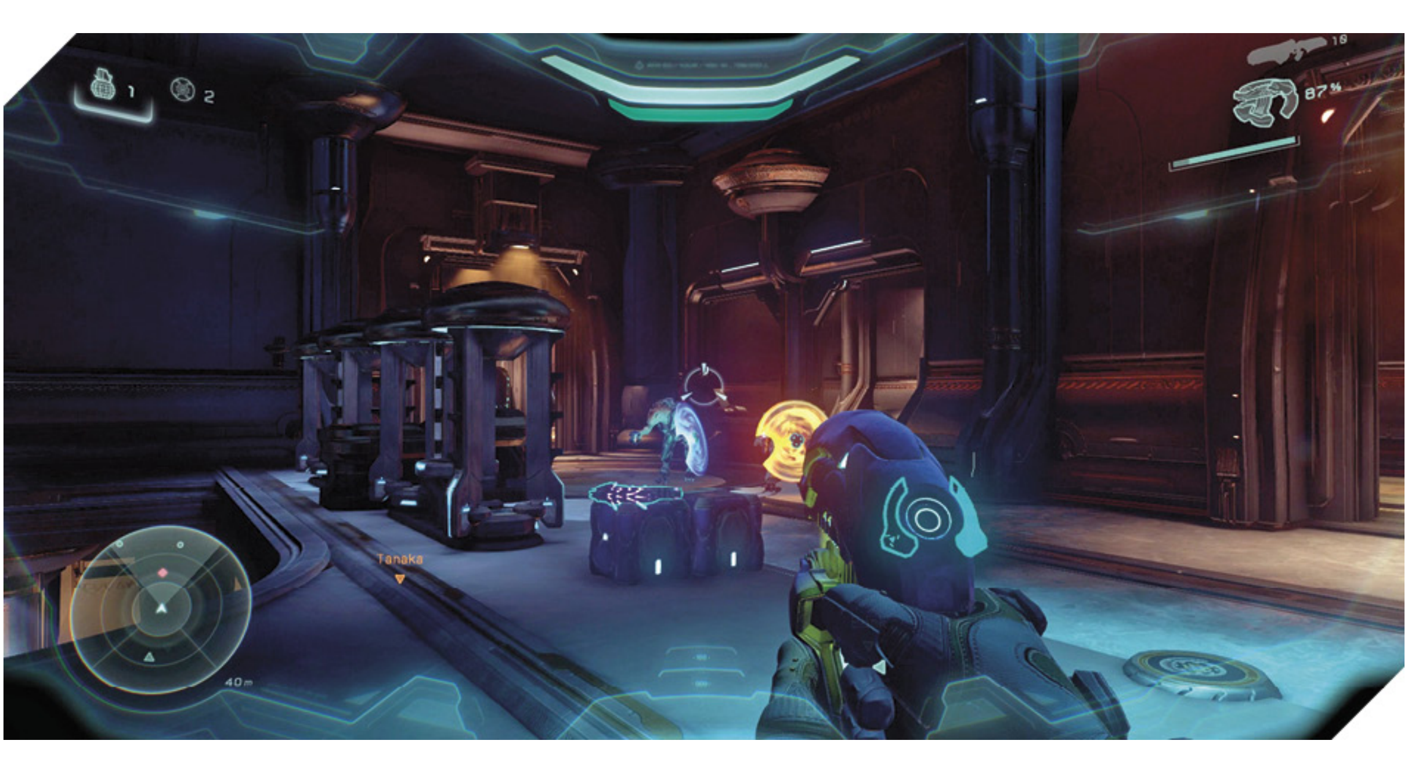


MISSION 12 INTEL ACQUIRED (2/8)

LEGENDARY STRATEGY

When you're playing on Legendary, a Grunt Heavy armed with a Fuel Rod Cannon guards the second AA turret. It lurks just beyond the turret, beneath the Jackals on the balcony. Listen for the Fuel Rod Cannon's clunky firing sound and be ready to thrust out of harm's way. Eliminate this Grunt the moment you spot it, then grab or give away its Fuel Rod Cannon.

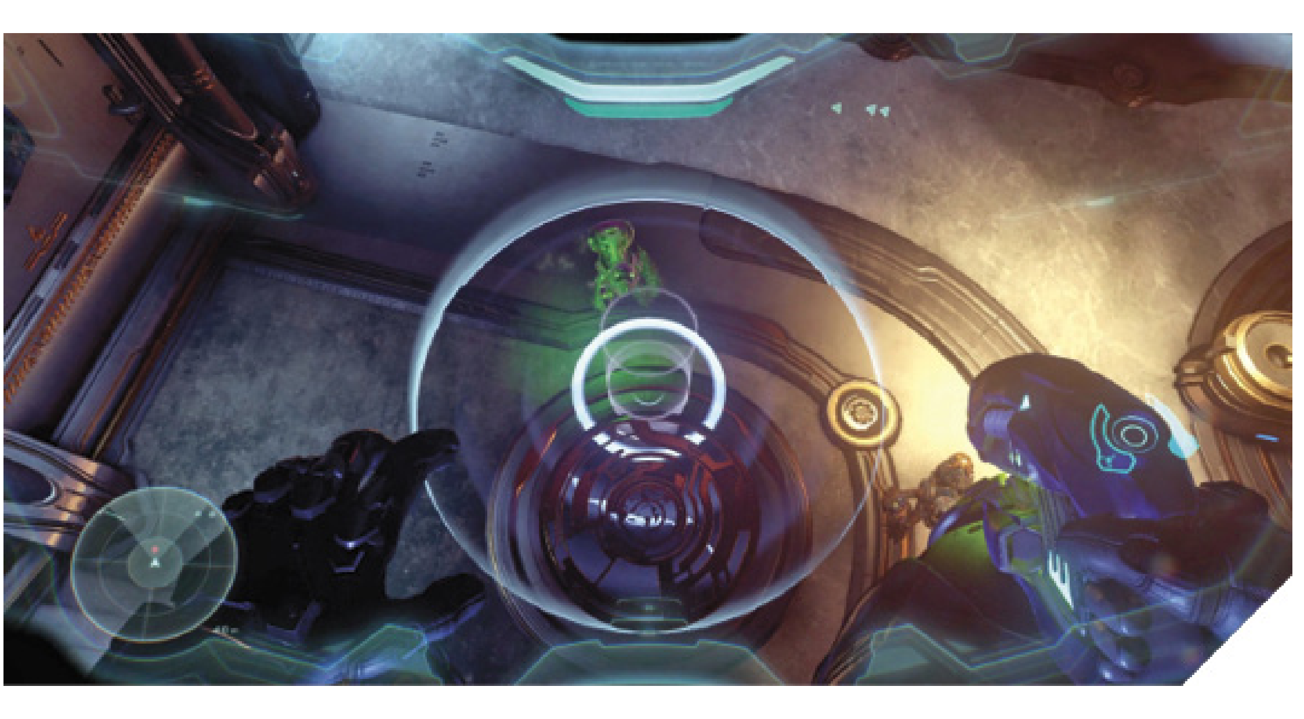
Head upstairs after scanning the console and tackle the Jackals on the building's second floor. Grab one of the Carbines you discover up here, then step out to the balcony 6 and pick shots at the Covenant blockade below.

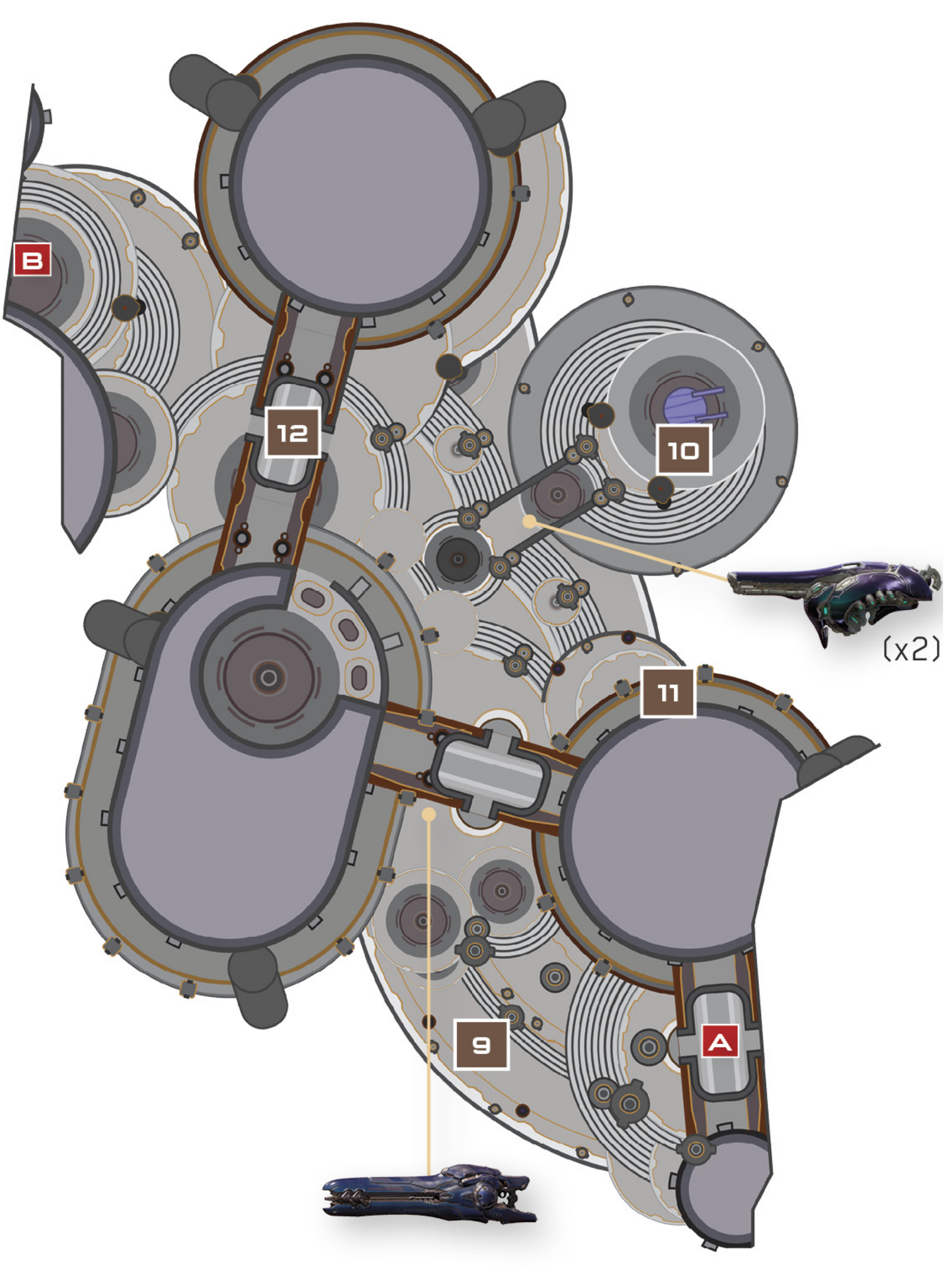


You can also leap across the street, landing on the balcony of the building on the right. (Alternatively, you can reach the building's balcony by using the grav lift down on the street level 7.) Follow it to its end to discover a Plasma Cannon Turret and a Carbine 8. Punish the Covies with these weapons from this excellent vantage.

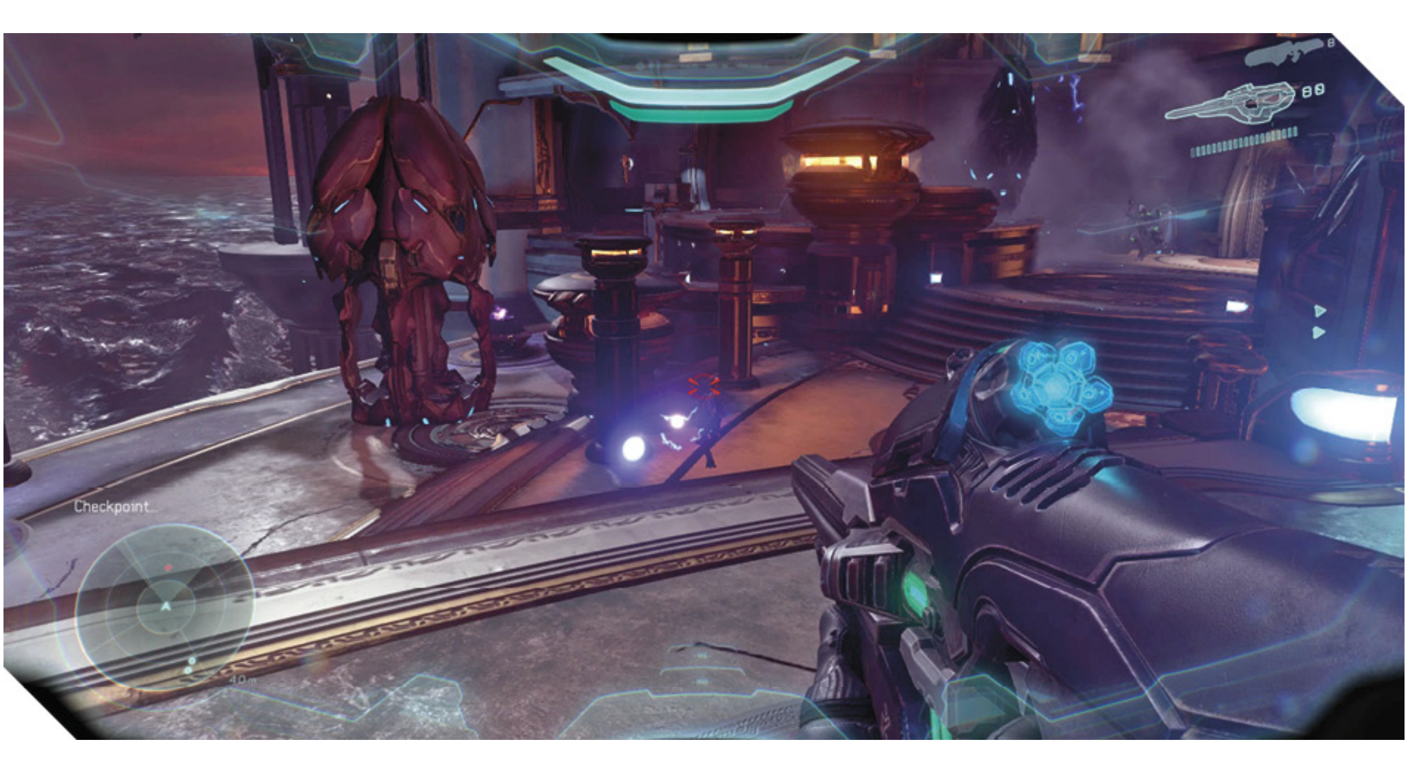
ACHIEVEMENT: DEATH FROM ABOVE

Don't kill the Grunts in the left building **5**. Instead, perform a Ground Pound from the interior staircase, aiming to simultaneously kill a Grunt and smash a hole in the center of the floor. Accomplish both feats with a single Ground Pound to earn an Achievement! You may then drop into the passage beneath the building to discover a valuable Fuel Rod Cannon, along with a shutter that you can smash through with a Spartan Charge to get the drop on the Covies in the street.

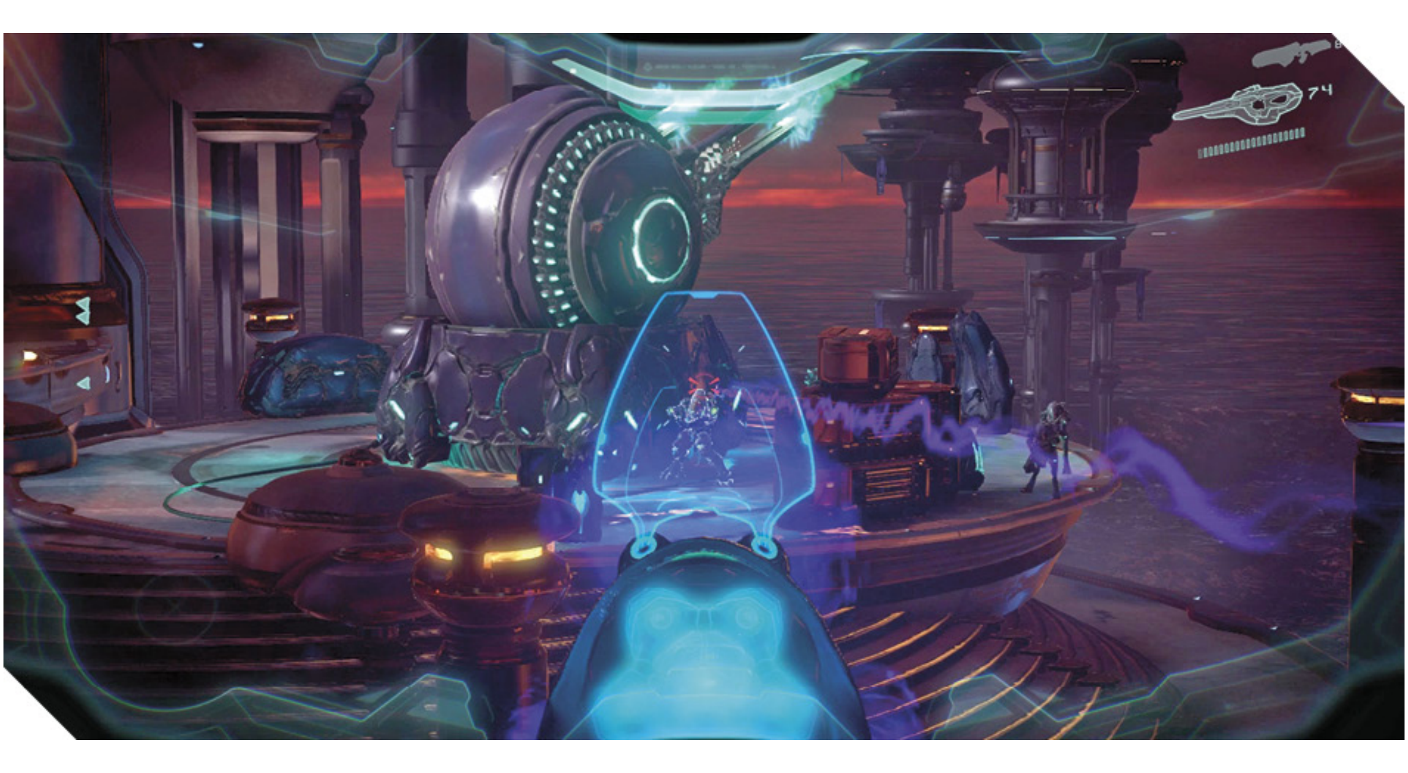




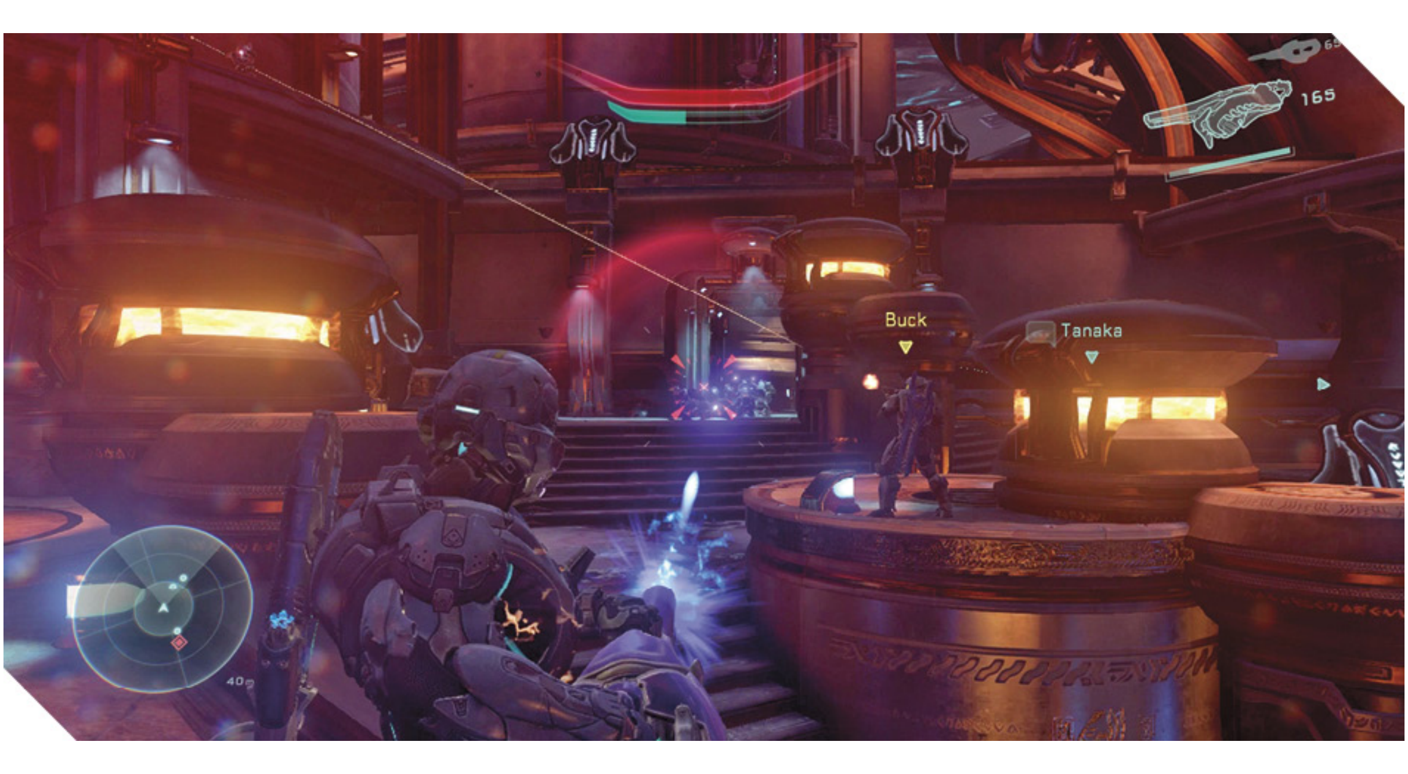
Advance beyond the blockade after securing the street. An insertion pod deploys a few more Covies in the next plaza 9; wipe them out before you proceed to the doorway ahead. Before going through the doorway, check just to the left of it to find a Beam Rifle stashed near some machinery. Grab this powerful weapon or give it to a teammate.



Another anti-air turret is blasting away in the next square 10. Move onto the right balcony 11 to gain a superior firing angle on the Jackals and Elite standing a close guard over it. Remain near cover as you pick off the Jackals with headshots, followed by the Elite. Beware of inbound fire from their Plasma Cannon Turrets.

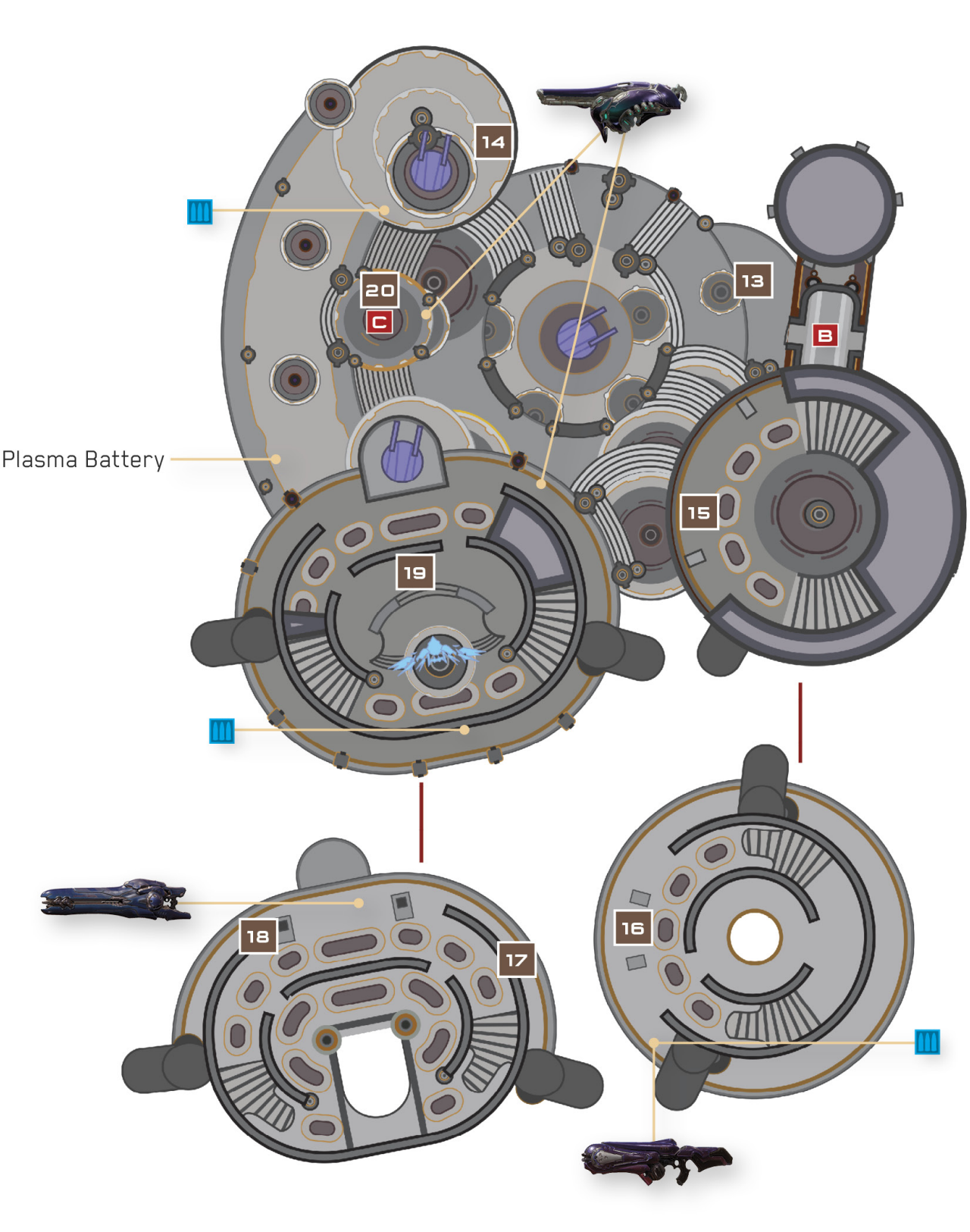


Advance and destroy the turret's battery after securing the area. This clears the airspace for more of the Arbiter's forces to join the assault, but also prompts additional Covenant troops to emerge from the next door ahead 12. Meet them with a grenade or some furious Plasma Cannon Turret fire, but beware that the Elite is armed with a lethal Fuel Rod Cannon. The two Jackal Rangers deployed above the doorway via Spirit are also priority targets. Grab or give away the Elite's Fuel Rod Cannon after the battle and then proceed through the door.



Mission 12: Battle of Sunaion

Major Firefight: Triple AA Turrets

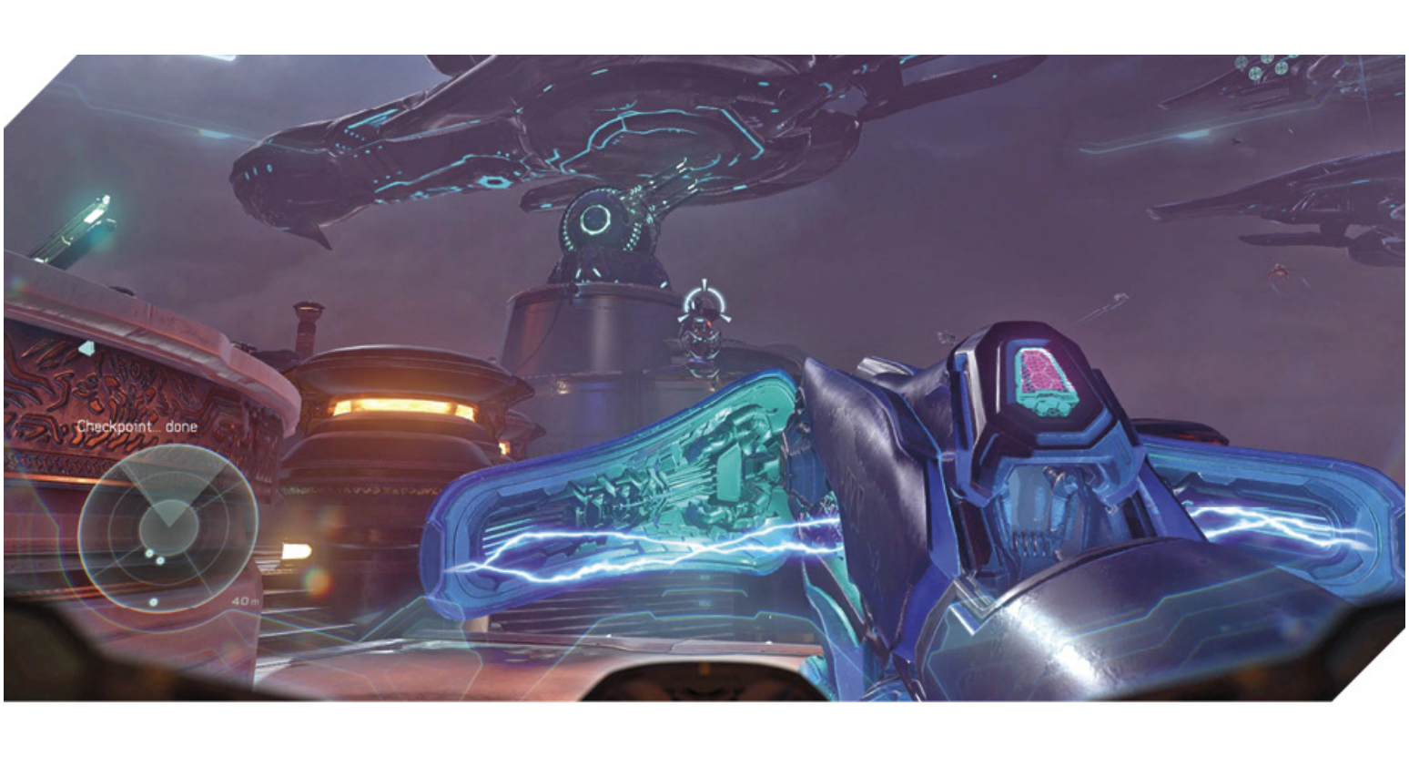


The next plaza features not one but three active anti-air turrets. The Covenant forces have amassed here, positioning several Plasma Cannon turrets and a lethal Shade Turret in their defense. Disabling the last three AA guns won't be easy, but it must be done before the Arbiter can deploy necessary reinforcements.

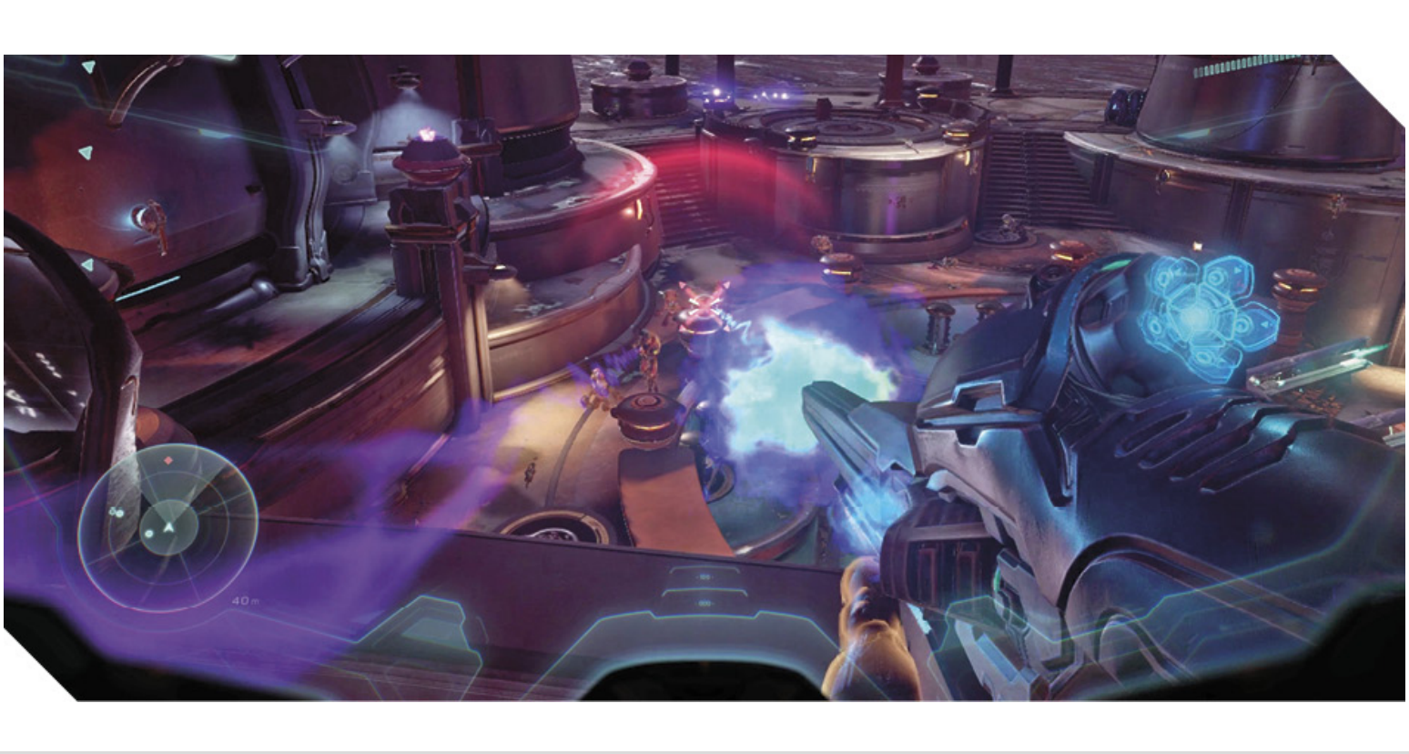
RECOMMENDED LOADOUT

The Plasma Caster found at the start of this mission is a fantastic weapon to bring into this wild firefight, as is the Fuel Rod Cannon dropped by the previous Elite. You can more easily cripple the Covenant forces with these powerful arms, and even destroy the dangerous Shade Turret right from the start. A Storm Rifle or Carbine will serve you well as your primary weapon.

You enter the plaza on the low ground, exposed to the Covenant's direct line of fire. Rush forward and take cover behind the large, circular platform ahead **13**. If you grabbed the Plasma Caster back at the mission's start, charge up a shot and try to stick it to the Shade Turret that's busy firing at the Arbiter's aircraft **14**. If you don't have the Plasma Caster, try sticking the Shade with a regular Plasma Grenade, or hit it a few times with a Fuel Rod Cannon.



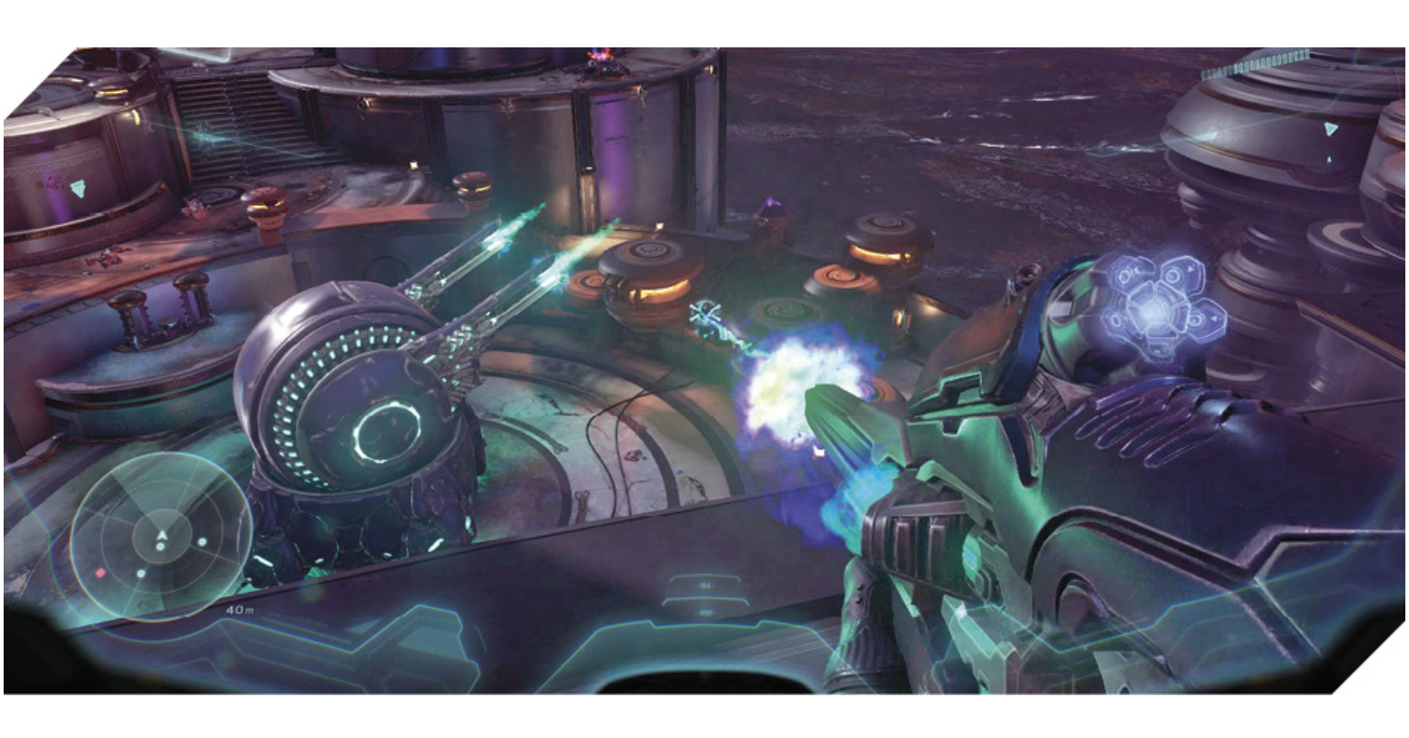
Whether or not you succeed in destroying the Shade Turret, go left and sprint upstairs to reach a tower on the left that's lit by soft blue light **15**. Hurry into the tower and sprint upstairs to its second floor **16**. Cut down a few Grunts to secure the second floor, then search the balcony to discover a stash of Carbines, a Covenant ammo crate, and a Plasma Caster stashed in the corner. Put the Carbines and Caster to use against the Covenant in the plaza below, maintaining this superior vantage until no further targets present themselves.



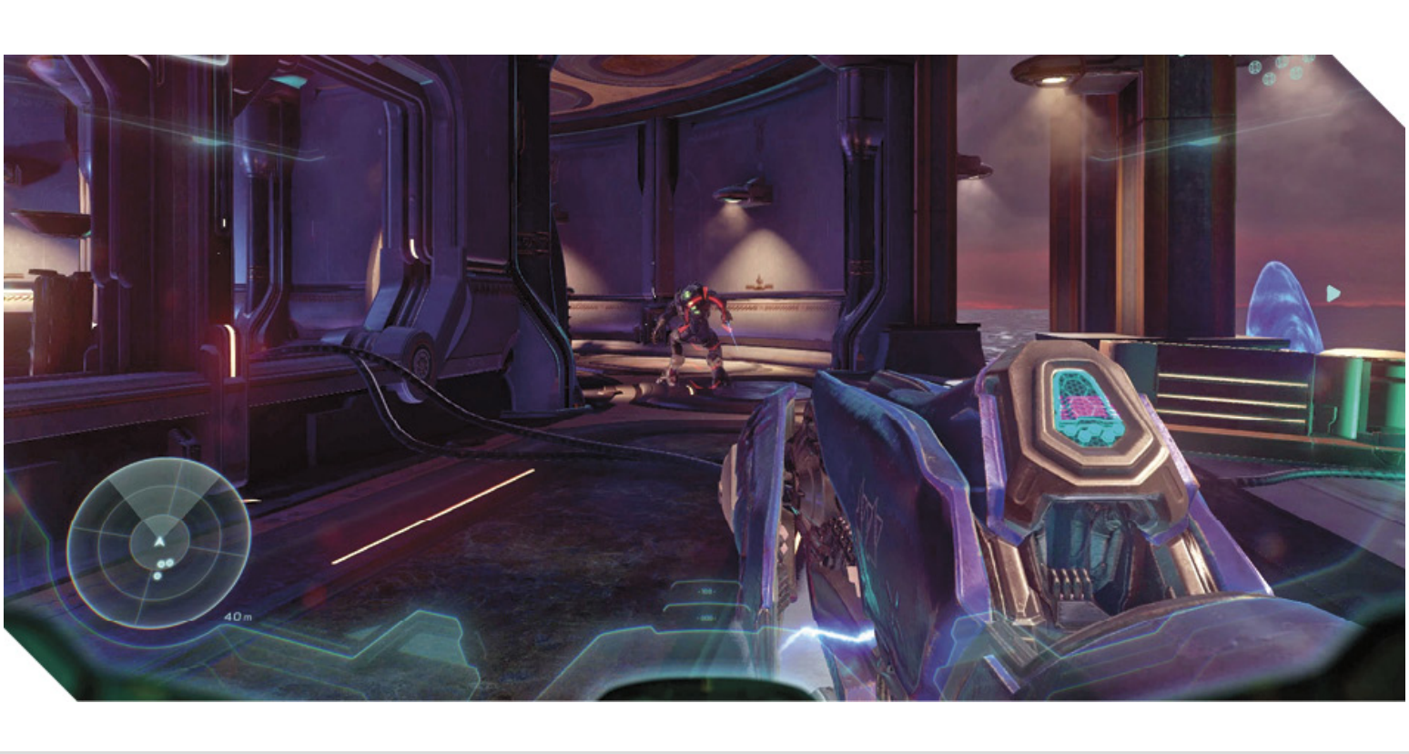
LEGENDARY STRATEGY

The left tower's balcony remains a good position to hold on Legendary, but expect to use a lot more Plasma Caster ammo. Use charged Plasma Caster blasts to destroy the Shade Turret and both Plasma Cannon Turrets, and to thin out the enemy ranks, relying on your Carbine to finish off whatever's left. The nearby Covenant ammo crate provides you with unlimited Carbine ammo, so just take your time. Mark troublesome Elites as targets for your team, and beware of inbound Plasma Grenades tossed up to your perch, along with invaders who may decide to storm the tower.

With the plaza largely free of hostiles, pick shots at the lowest anti-air turret's power battery with your Carbine (assuming you haven't already destroyed it). Destroy the battery from up here, then restock your Carbine and Plasma Caster ammo before making a sprinting leap over to the neighboring building's balcony **17**.



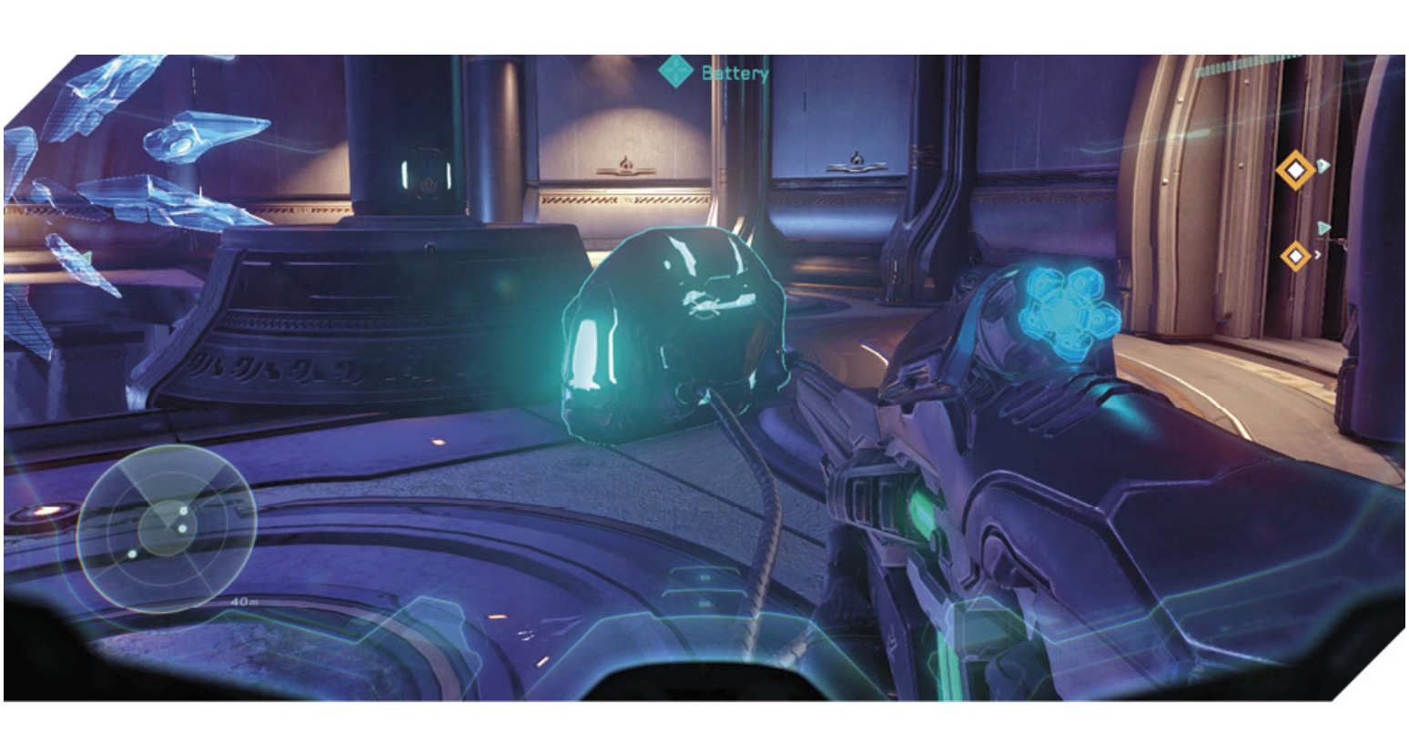
A deadly Energy Sword Zealot equipped with Active Camouflage guards the neighboring building's balcony **18**, but it isn't expecting Spartans to enter from up here. Quickly stick the Zealot with a charged shot from the Plasma Caster to inflict tremendous damage, finishing it off with your Carbine. Try to defeat the Zealot before it engages its Active Camouflage and rushes you.



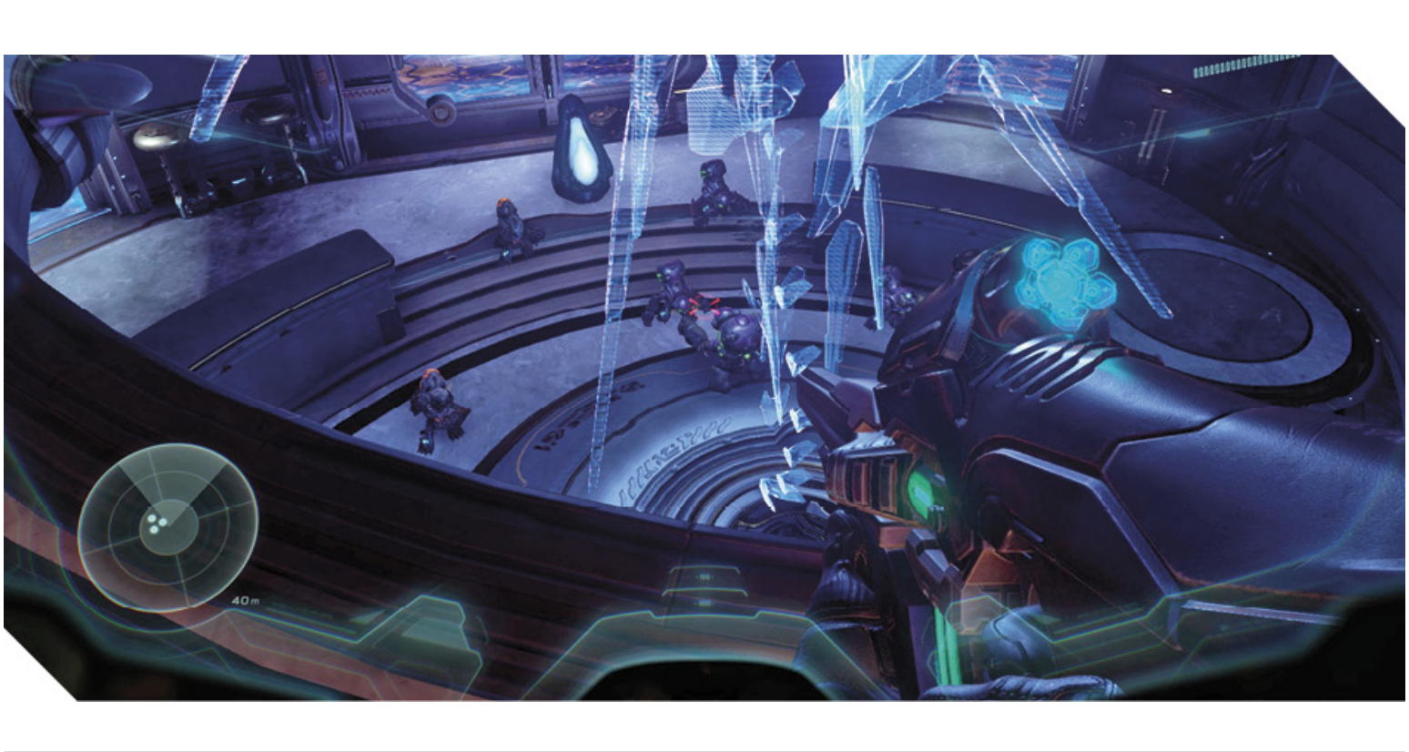
LEGENDARY STRATEGY

Two Energy Sword Zealots guard the balcony during Legendary play. Stick one with the Plasma Caster, then pop out several more grenades from the weapon to ensure they don't survive.

With the Zealot down, use Artemis to detect the nearby anti-air turret's battery. Destroy the battery with a few melee blows, then use the nearby Beam Rifle to eliminate any other enemies still defending the plaza (or give the Beam Rifle to a teammate).



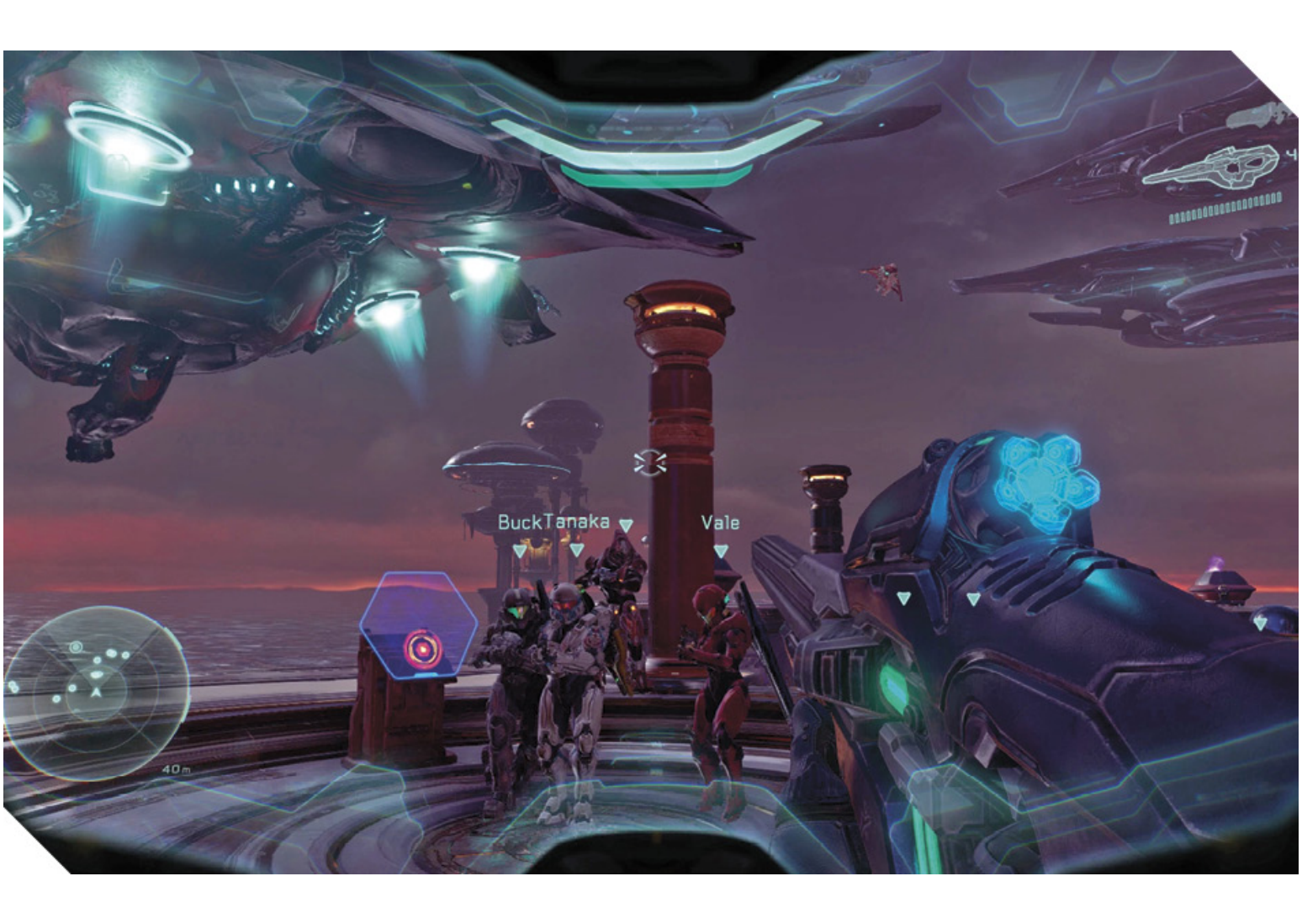
The eerie chanting of Grunts you're hearing stems from the building's ground floor **19**. Get the drop on the chanting Grunts with a Ground Pound or grenade, then move downstairs and secure the building's first floor, which is enveloped by a shield. Destroy the projector to drop the shields, then exit the building and move to disable the final anti-air turret.



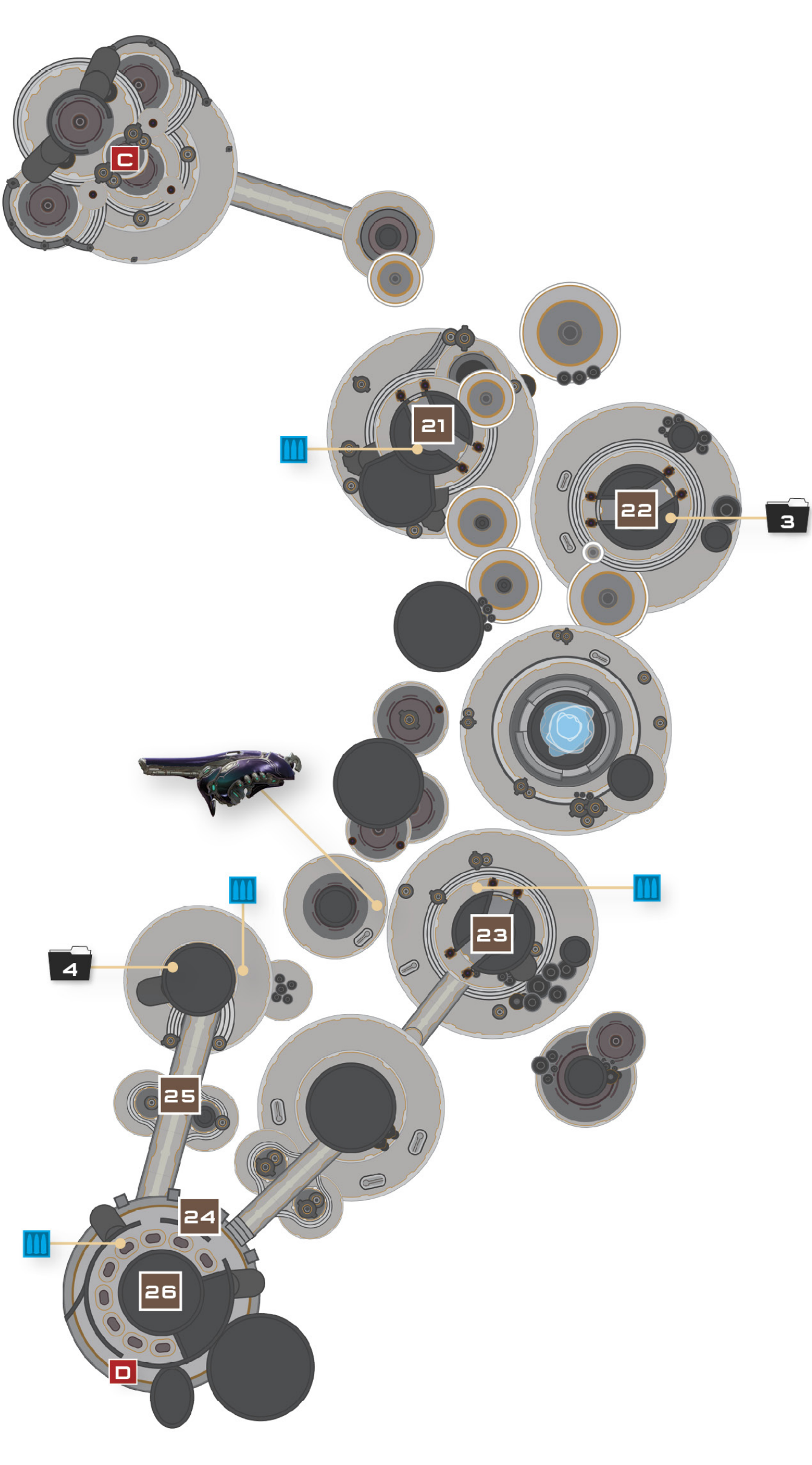
SHATTERING THE SHIELD

You can also bring down the building's shield by hacking and overloading the Plasma Battery out front. This lets you storm the building from the ground floor, but that approach comes with greater risk.

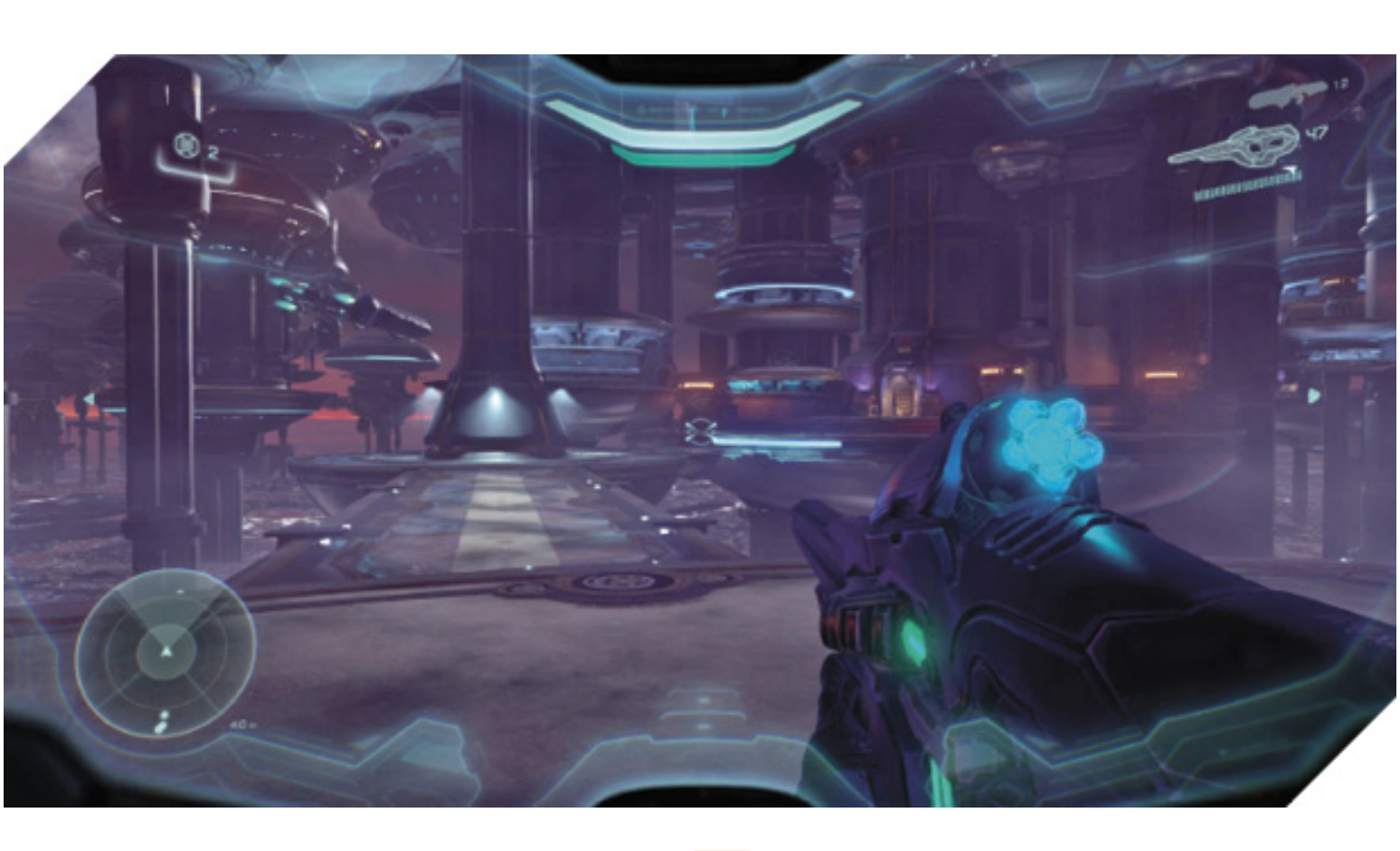
With all three anti-air turrets out of commission, the Arbiter is at last able to deploy reinforcements. Wait for his Swords of Sanghelios brethren to land, then use Artemis to locate a nearby elevator platform **20**. Step up and activate the control console to ride down to Sunaion's undercity. The Swords won't be joining you, unfortunately; they must remain topside to fight to the Covenant forces up here.



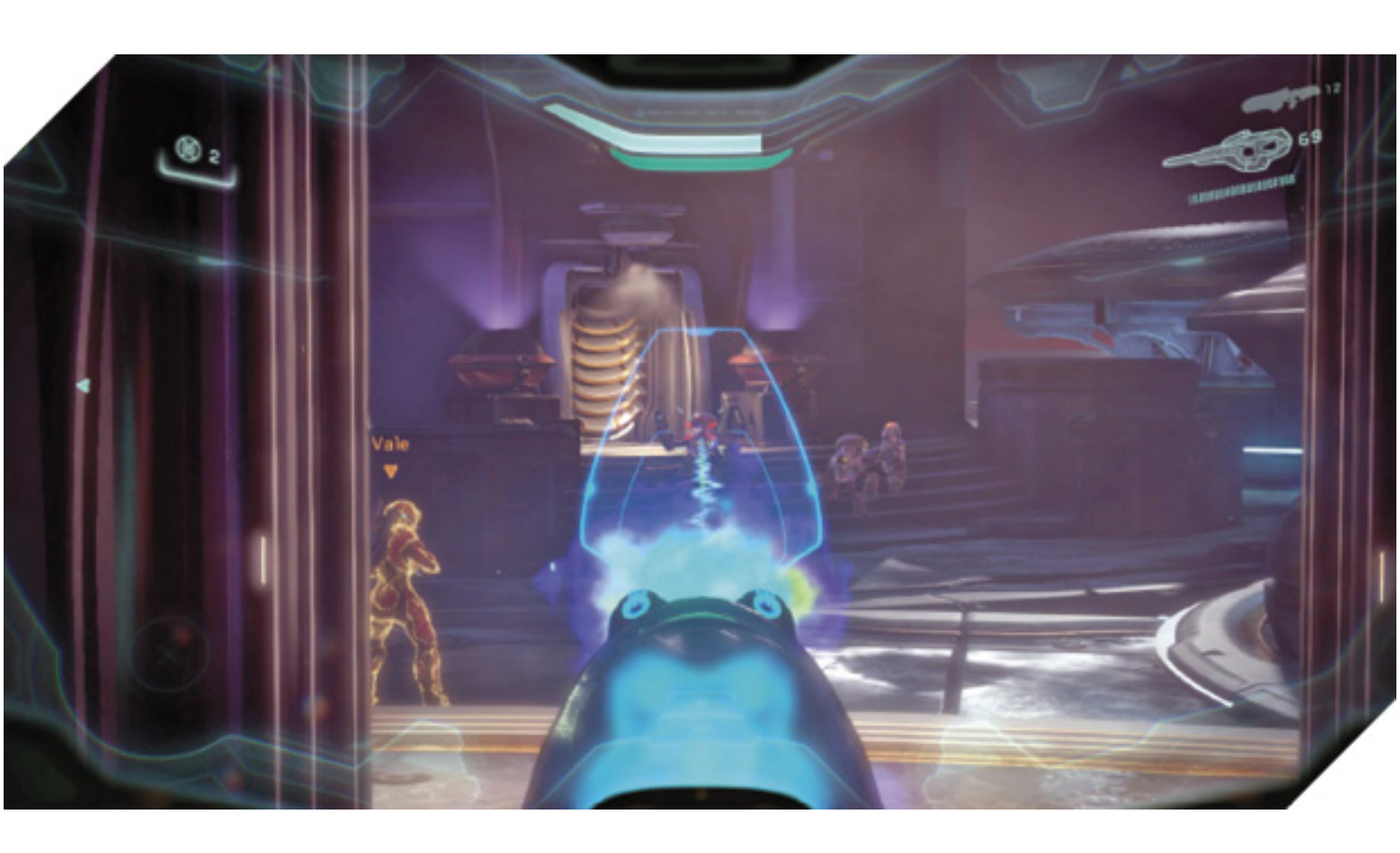
OBJECTIVE: PROCEED TO GUARDIAN



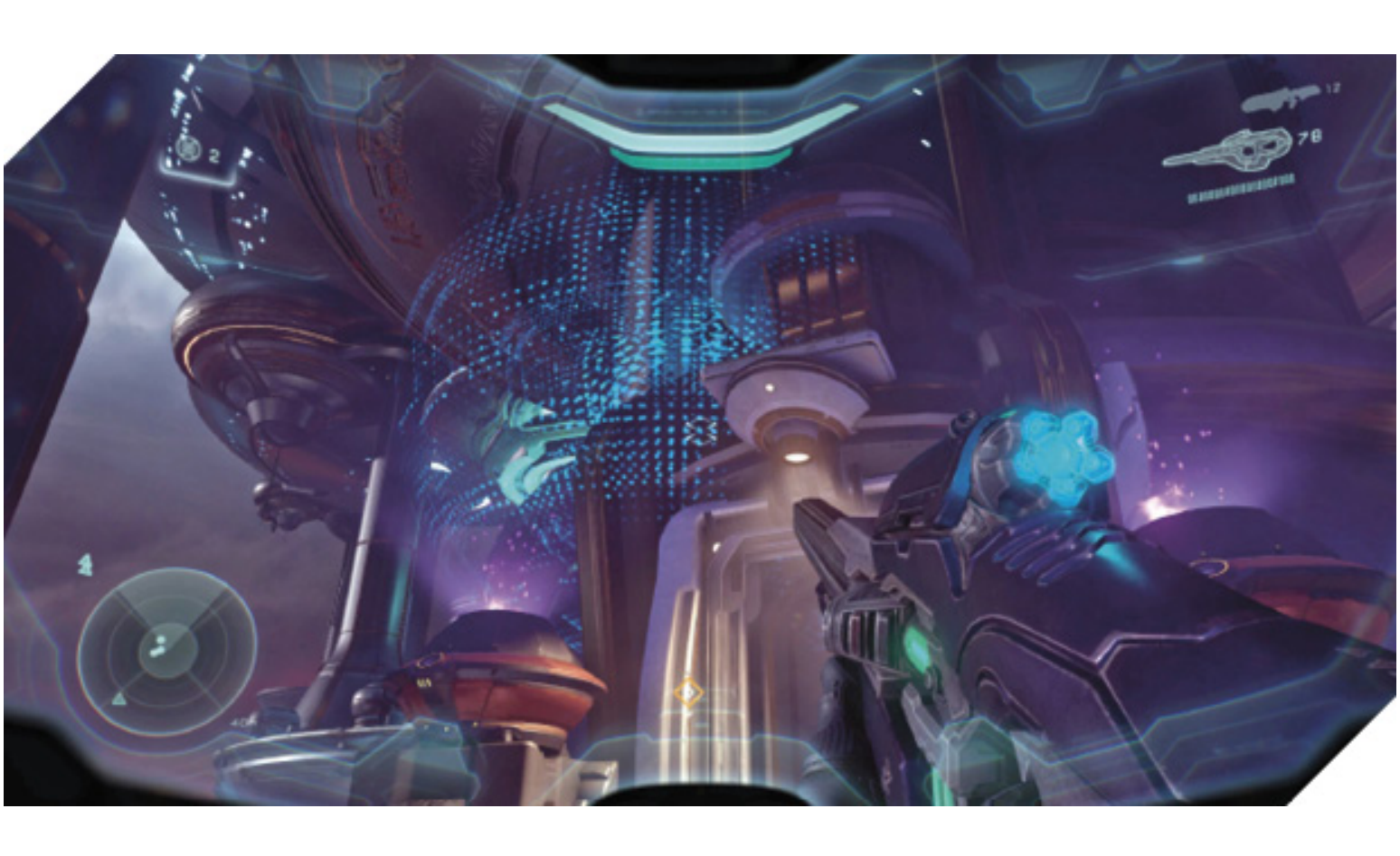
You're closing in on the Guardian, but you no longer have the Swords of Sanghelios at your back. Advance with caution, Spartan, for Sunaion's spacious undercity is crawling with Covenant.



Cross a long walkway on your way to the next structure ahead **21**. Leap across and smash through the shuttered door with a Spartan Charge to access a small room filled with Carbines, Plasma Pistols, and Needlers. Unleash these firearms against the Covenant forces lurking just outside the building's other door.

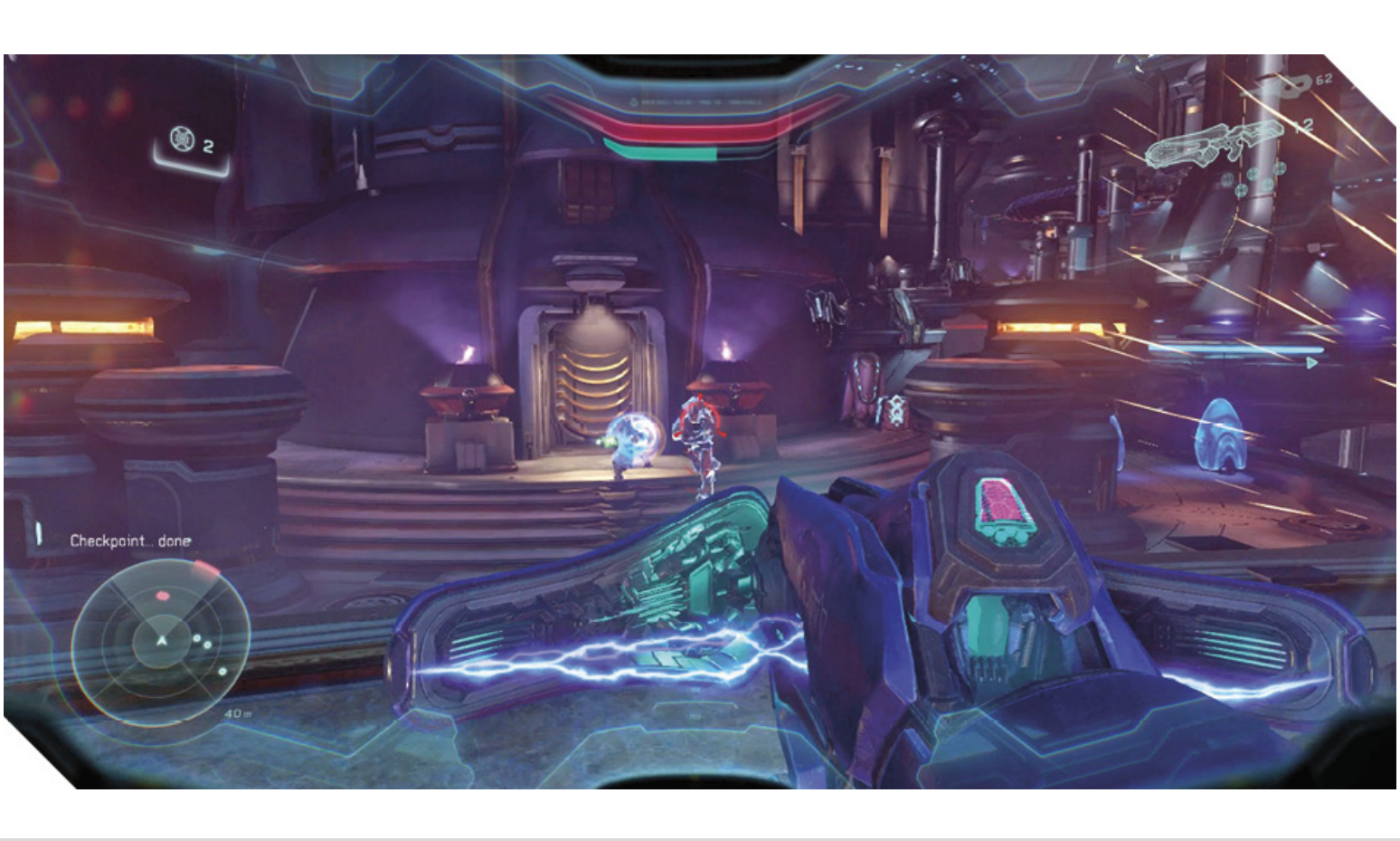


After securing the vicinity, look around and spy another nearby structure with a shuttered door **22**. Charge through this shutter as well and then pass through to reach the structure's opposite side. Once there, use Artemis to detect an object of interest above the rear doorway. Jump from the nearby braziers to reach wyour discovery: a data pad.



MISSION 12 INTEL ACQUIRED (3/8)

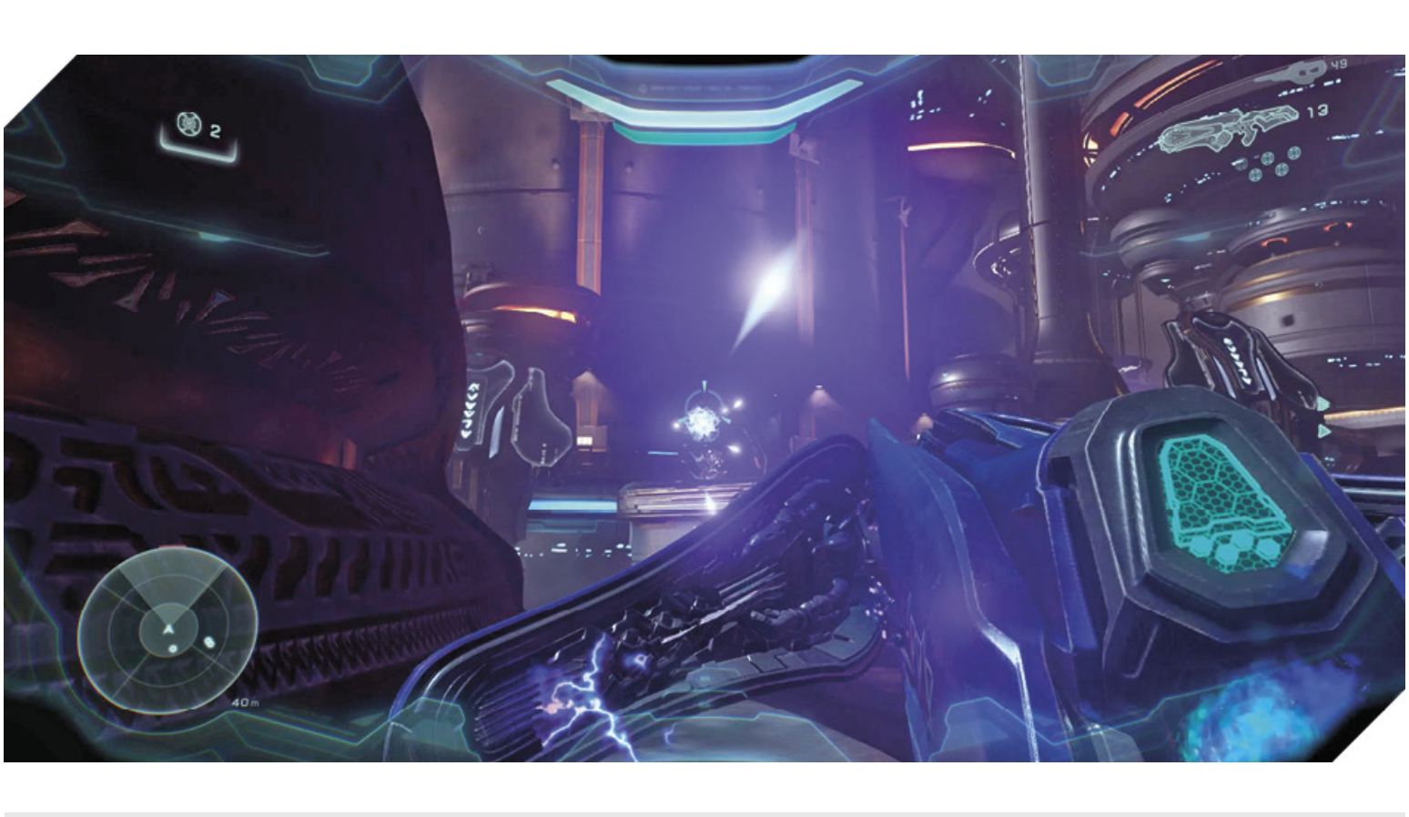
Press forward after scanning the data pad, leaping across a series of circular platforms as you follow Artemis toward your objective. More Covenant forces await near the next shuttered structure **23**, including an Elite armed with a Plasma Caster. Eliminate the Elite with your own Plasma Caster or Fuel Rod Cannon, then advance and claim its Plasma Caster as your own. Use the weapon's devastating charged shots to bombard the Covenant near the Plasma Cannon Turret on the right.



LEGENDARY STRATEGY

Falling back is a key tactic when fighting through Sunaion's undercity on Legendary. Bait the Covies into advancing, then pick them off as you retreat to safety. This is especially important when you begin to draw heavy fire from the Spirit hovering in the distance.

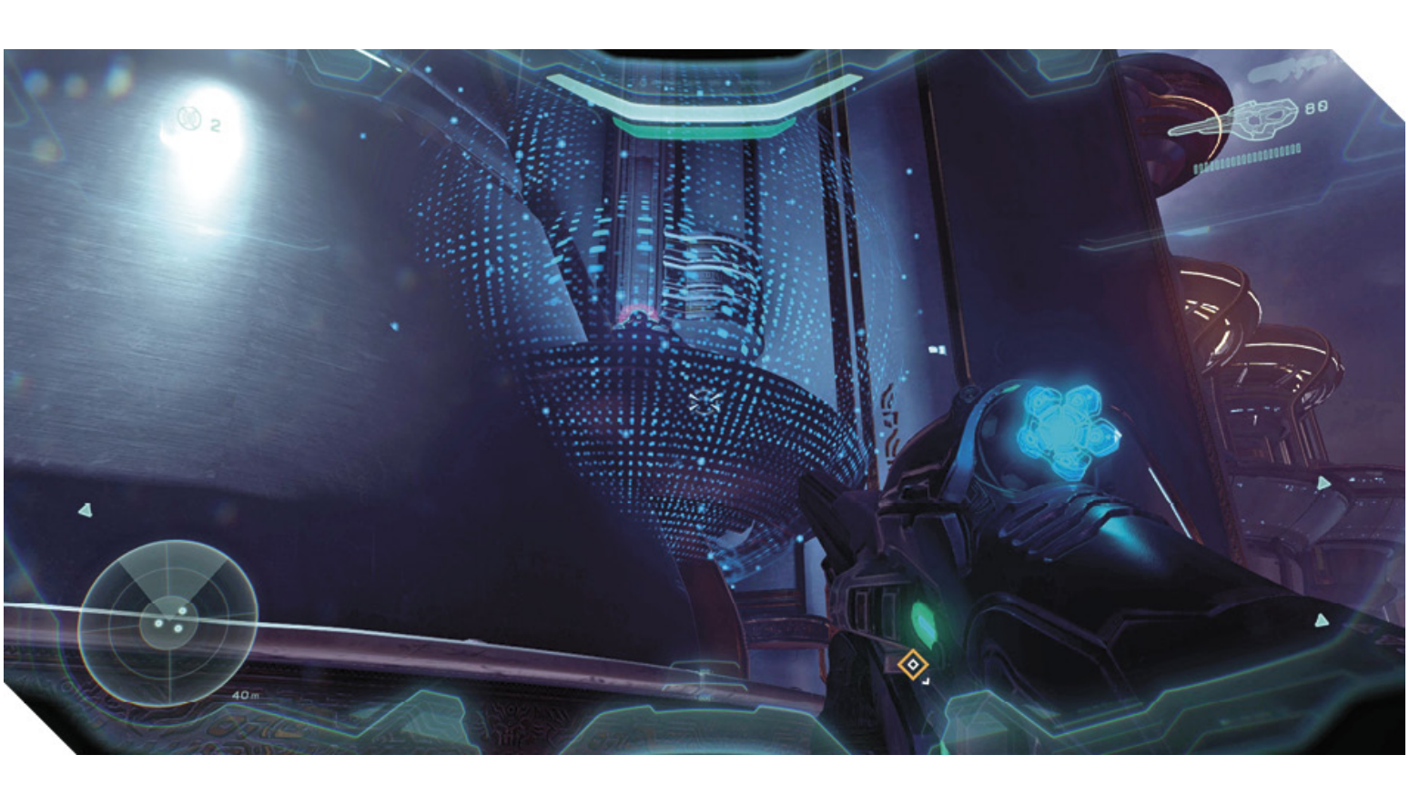
The large structure ahead is guarded by a Shade Turret **24**, while a Spirit deploys more troops on the bridge on the right **25**. Take out the Shade Turret with charged Plasma Caster blasts, then work at securing the area. Send some of your teammates across the bridge on the right to assault the Covenant from multiple angles.



DIVIDE AND CONQUER

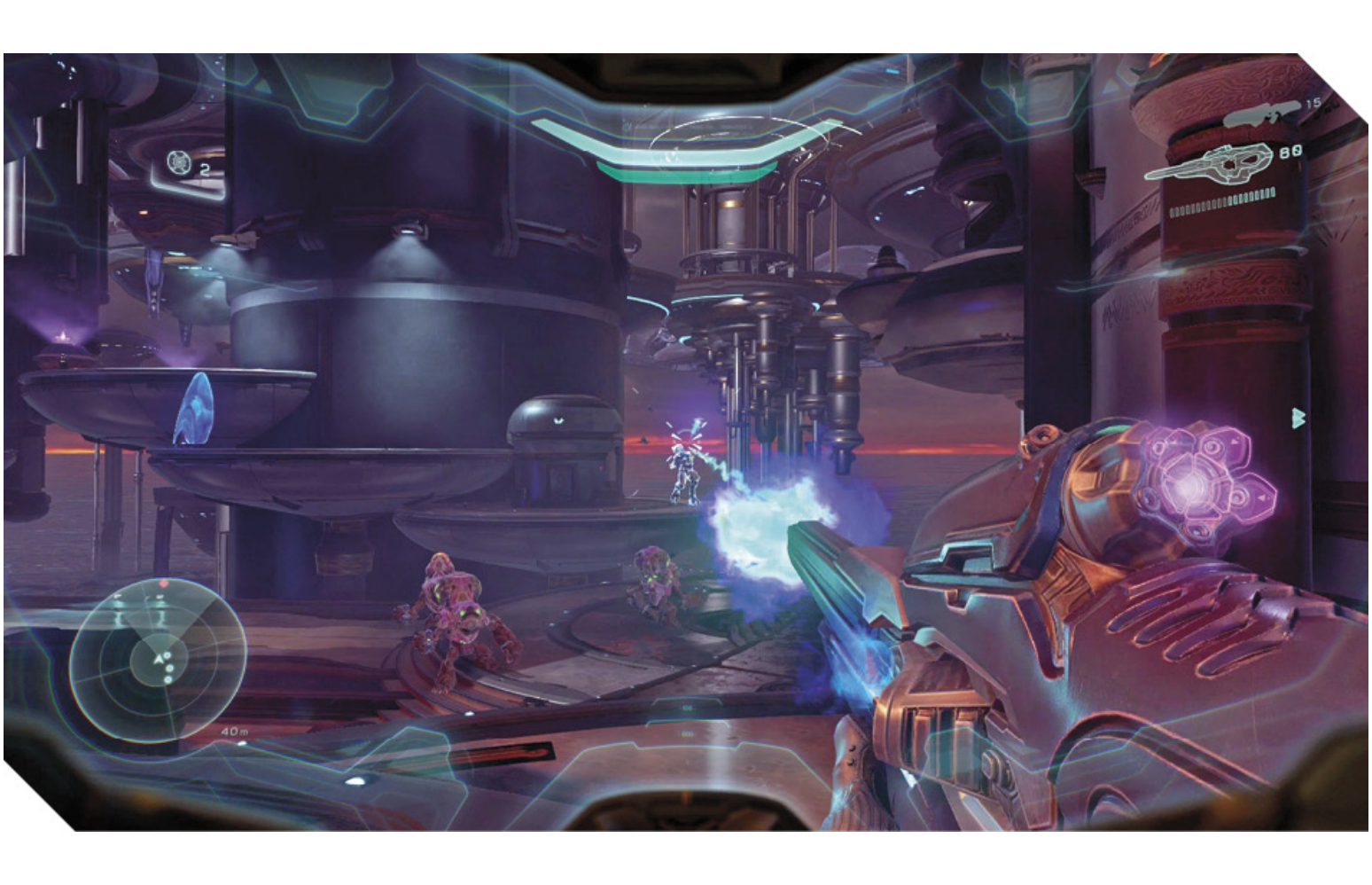
When playing with Co-op friends, spread out your team among the undercity's spacious platforms to confuse the Covenant and acquire multiple firing angles.

After securing the vicinity, take a moment to backtrack across the bridge **25**, moving away from your objective. Circle around the structure at the bridge's end and use Artemis to detect a data pad perched on a tiny eave. Climb up and scan it for intel, then drop and raid the nearby weapon cache for Storm Rifle and Carbine ammo. Resume your forward advance afterward, crossing the bridge again and passing through the large structure beyond **26**.

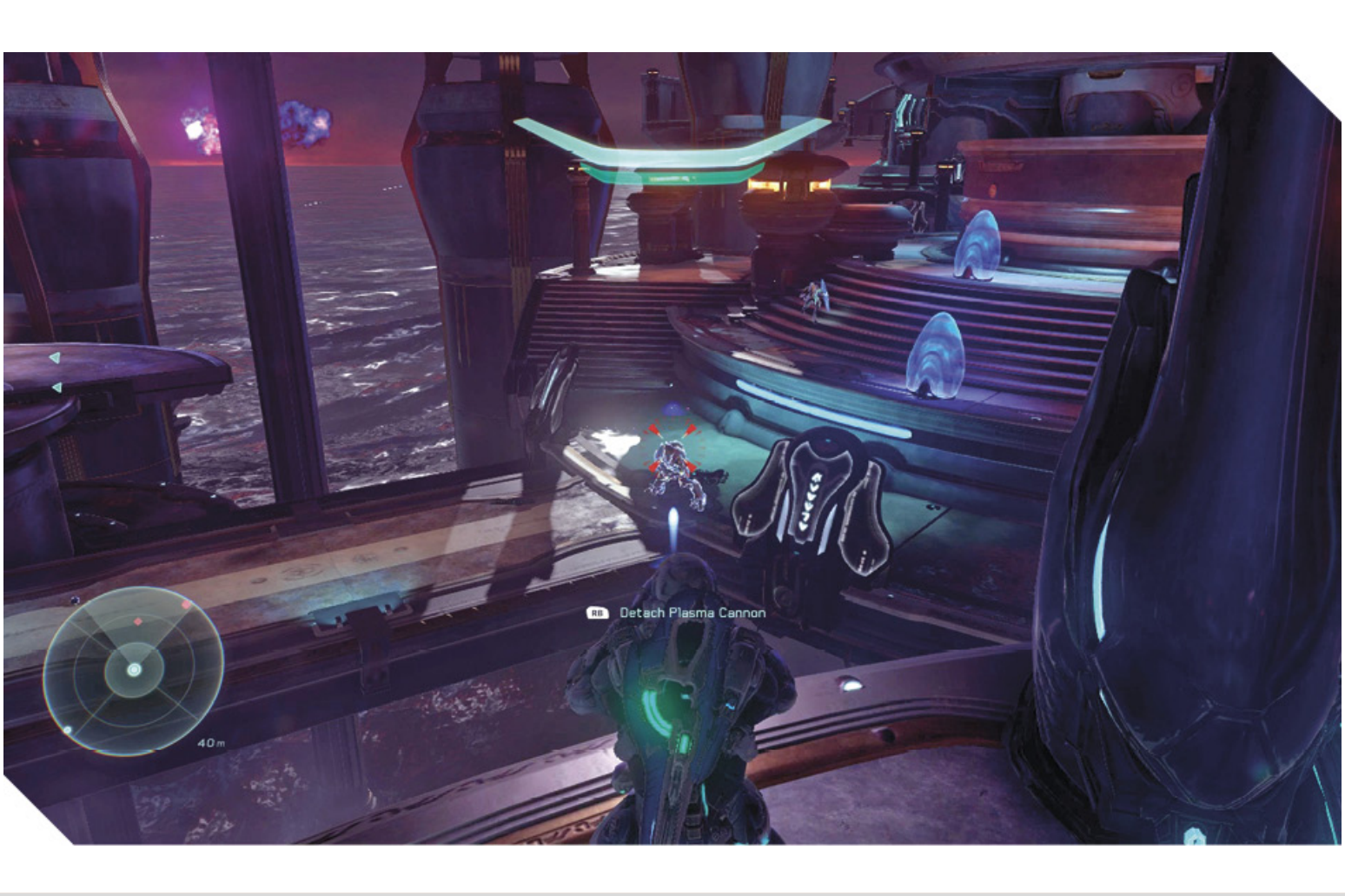


MISSION 12 INTEL ACQUIRED (4/8)

The next bridge is too heavily defended to safely cross; toss grenades or lob charged Plasma Caster shots at the bridge's defenders to thin them out from afar, and beware of the nearby Elite armed with a Plasma Caster (the Elite often flees up the side ledges; don't lose track of it). Keep to the circular entry platform **27** until you've picked off most of the bridge's defenders.

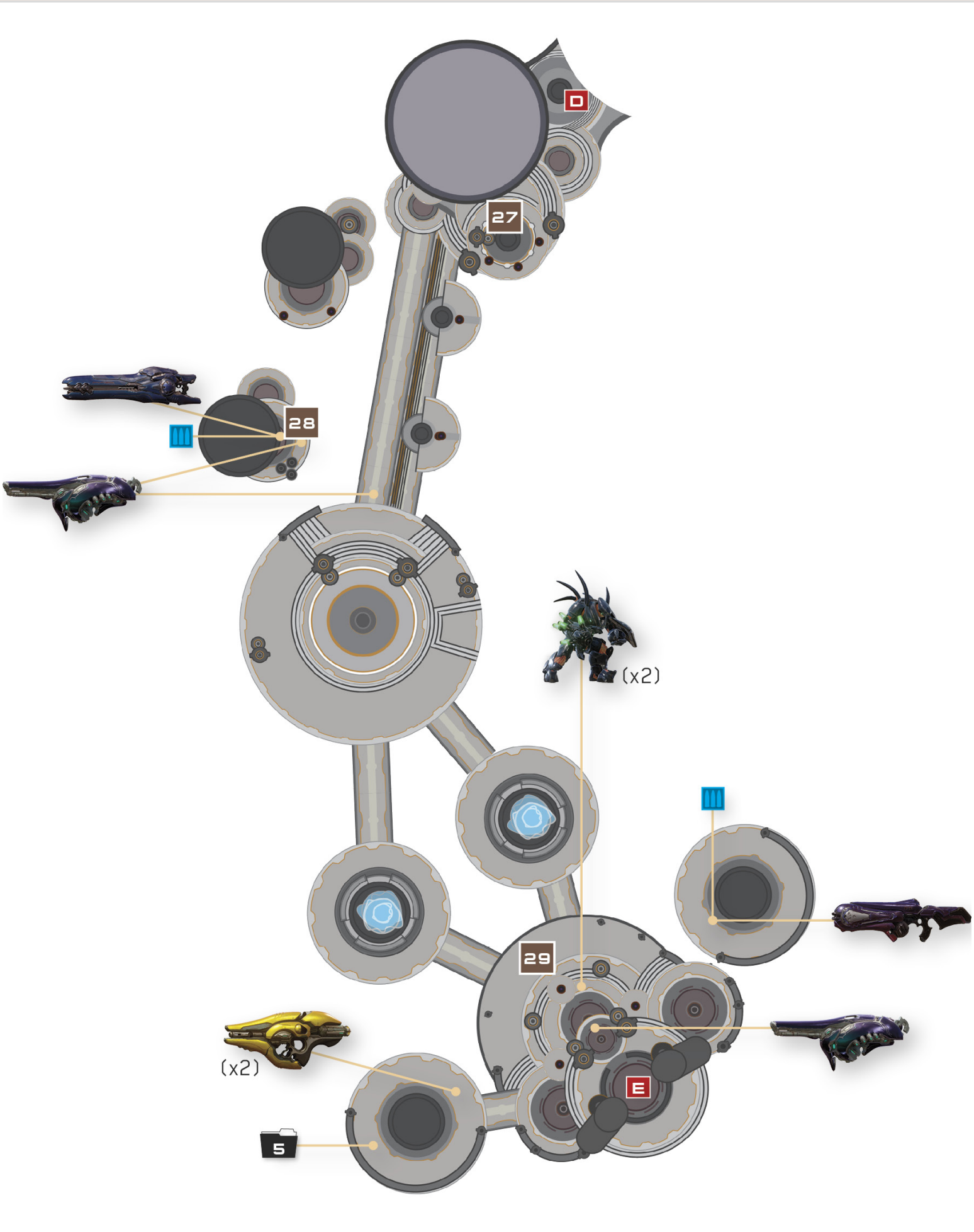


When you're ready to advance, hop across the right-side ledges to reach a Jackal Sniper's perch that features a Beam Rifle and a Plasma Cannon Turret **28**. Unleash these powerful weapons against the enemies ahead, especially any Elites you see in the distance. You can pick off several threats from this excellent vantage.

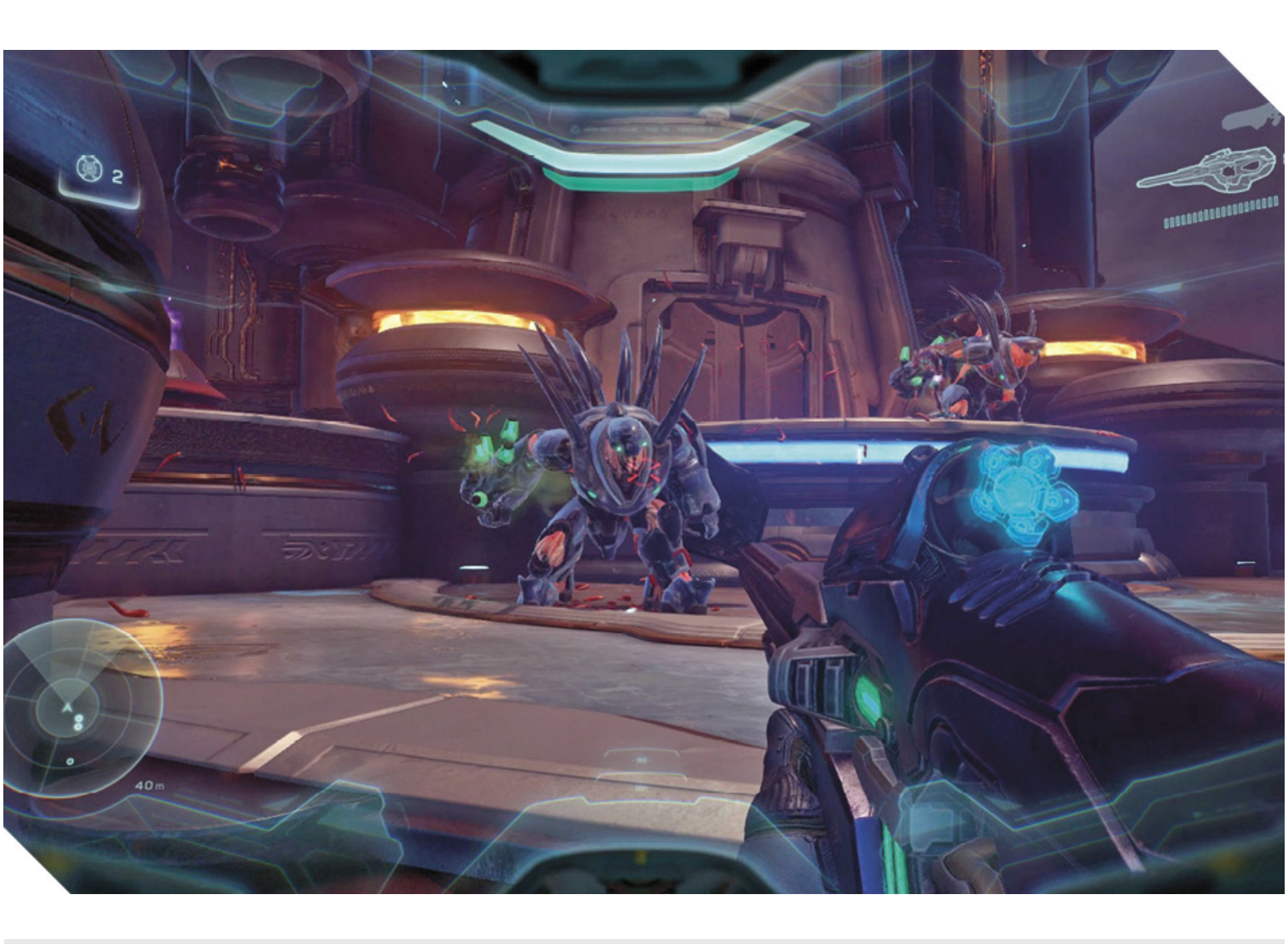


LEGENDARY STRATEGY

This bridge is far more heavily guarded on Legendary difficulty, with many more Elites to contend with—including one that's concealed by Active Camouflage. Pick off the Plasma Caster Elite right away, then remain near the circular entry point for most of the effort **27**, looping around the giant column to draw angles on the Covies ahead. Continue to use your Plasma Caster to cripple enemy groups and Elites; fire charged shots up to the Jackal Snipers' perch and the Plasma Cannon Turret at the bridge's far end. Fall back to the previous area for more ammo if need be, and don't advance until you're certain it's safe to do so.



As you near the far elevator, two hulking Hunters rise up to challenge you **29**. Unload on them with your Plasma Caster, charging up shots to cripple the Hunters with devastating blasts. Circle around the platform's large braziers to give the Hunters the slip as needed.

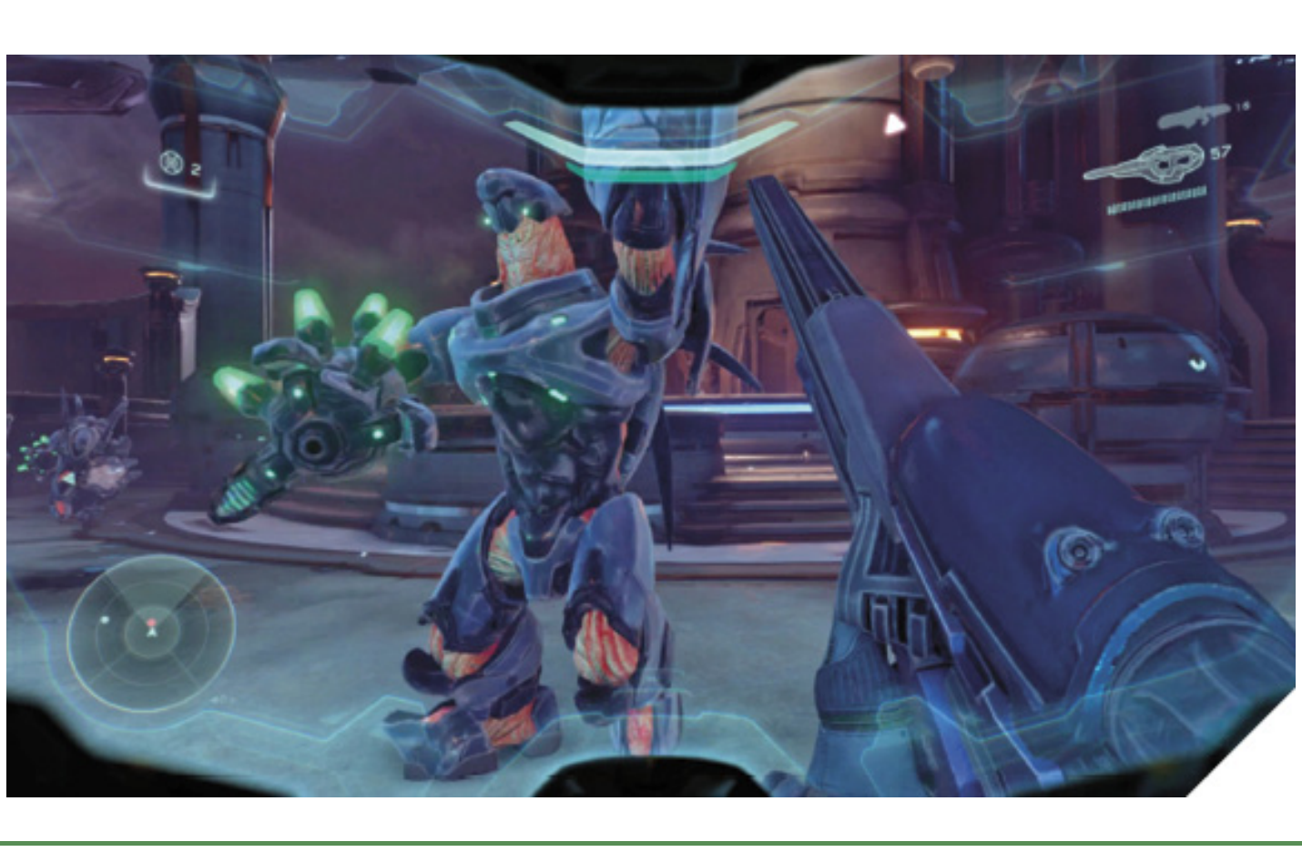


PLAYING WITH POWER

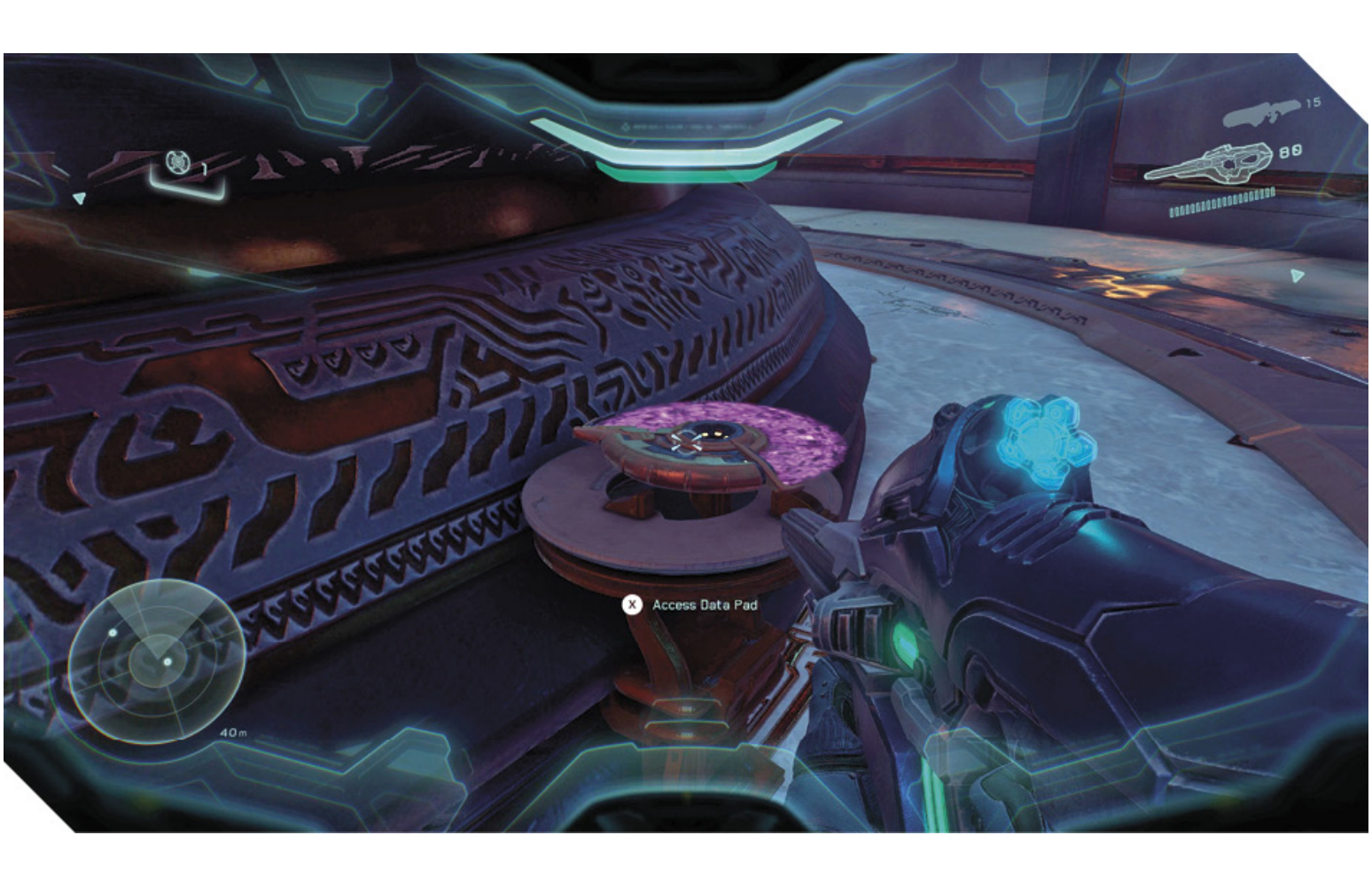
The platform on the left features another Plasma Caster, while the one on the right features Fuel Rod Cannons. Punish the Hunters with these powerful weapons from the safety of the platforms, aiming to stick charged Plasma Caster shots to objects behind the Hunters so that their explosions strike the Hunters' vulnerable backs.

ACHIEVEMENT: WORMS DON'T SURF

This may be the toughest Campaign Achievement of all, for it involves luring both Hunters into Sunaion's surrounding waters. Play on Easy difficulty to give yourself a fighting chance, then fall back after rousing the Hunters, luring one of them close to the platform's edge. Trick a Hunter into attacking you with a melee blow, then jump and thrust to the side or backward, aiming to land on one of the two ramps that lead up to the platform. If you do it right, the Hunter will plummet into Sunaion's watery depths while you land safely on the ramp. Now you just have trick the other Hunter into doing the same!



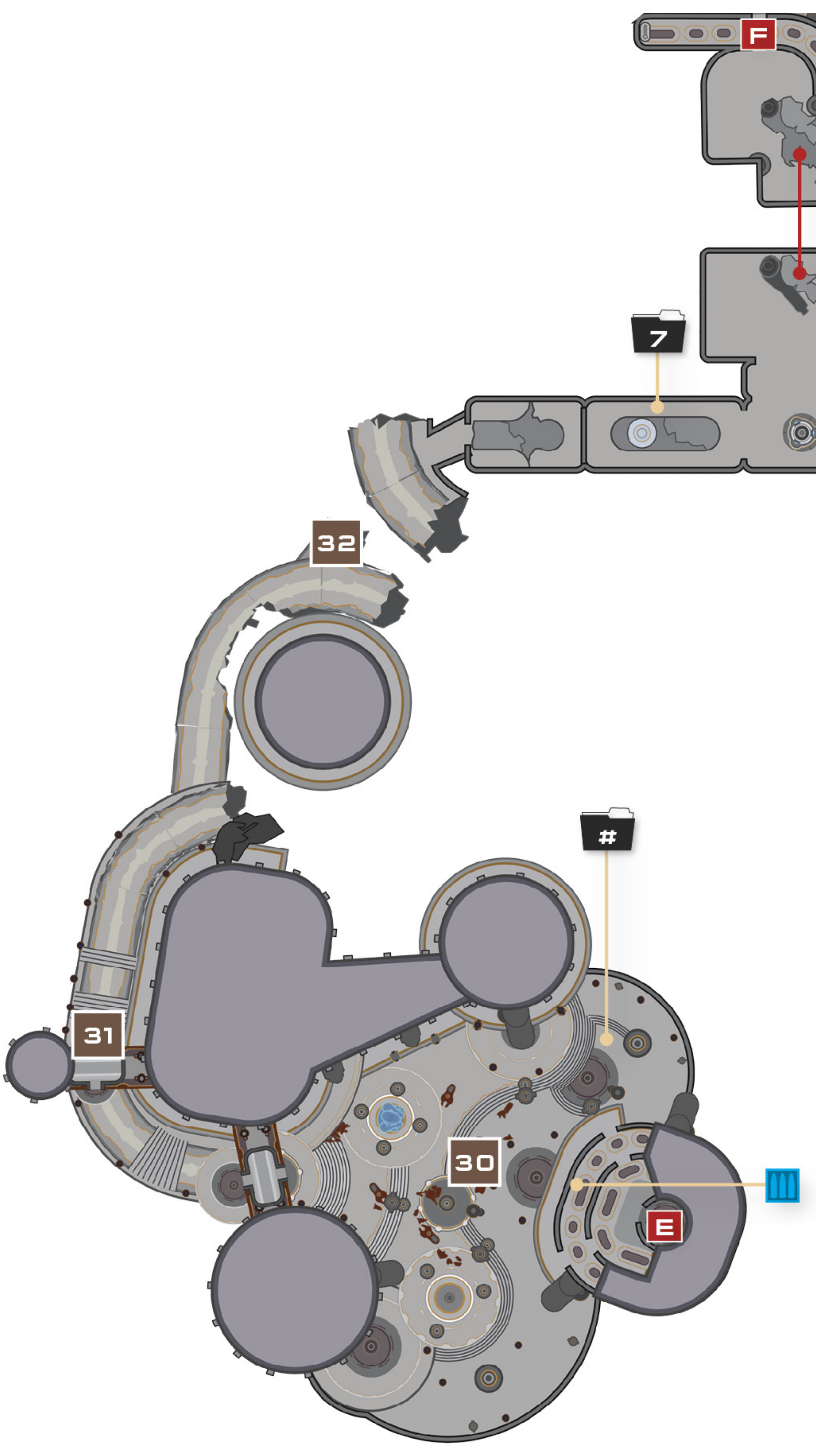
Don't relax after besting the Hunters, for a group of Grunts soon arrives via the nearby elevator. Blast them to bits, but don't board the elevator just yet. Instead, search the nearby side platform (the one with the Fuel Rod Cannons) to discover a Covenant data pad on the platform's far side. Scan it for intel and then use the elevator to return to Sunaion's embattled surface.



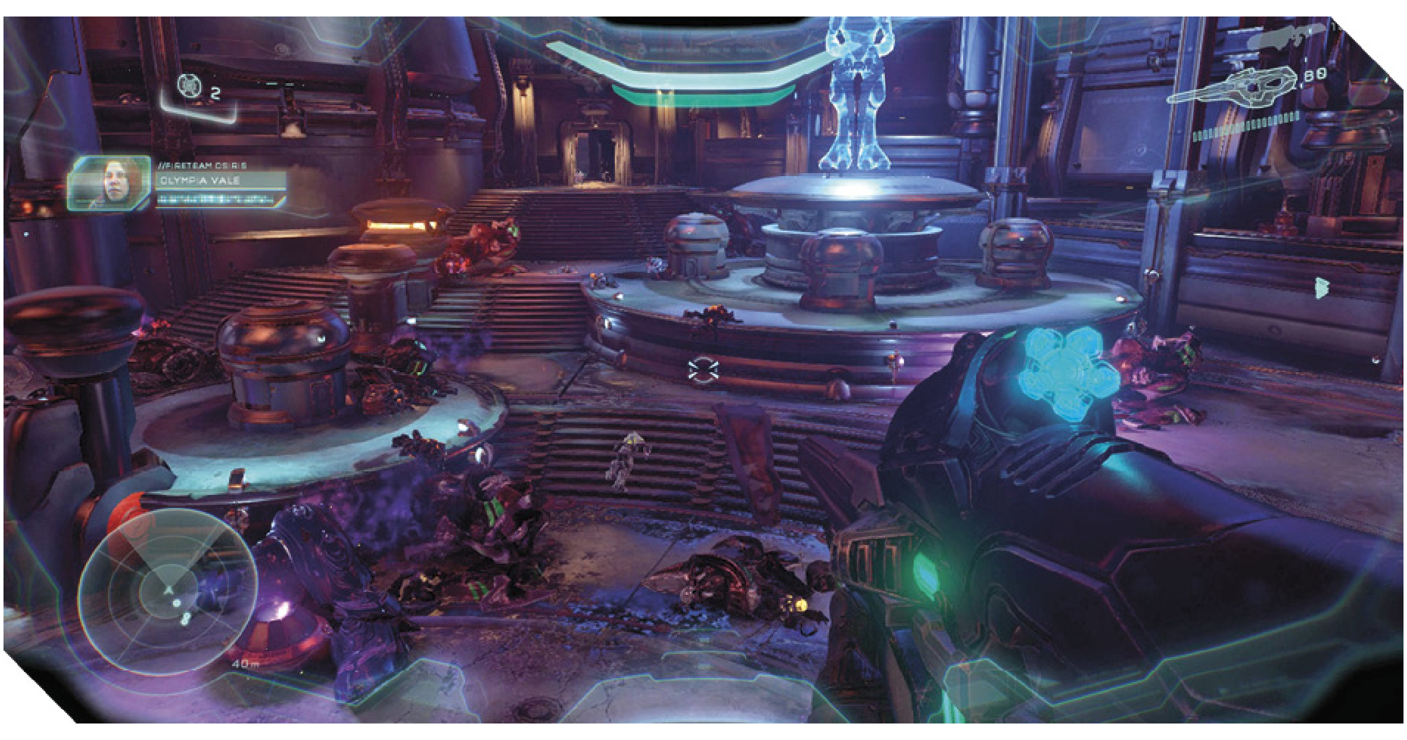
MISSION 12 INTEL ACQUIRED (5/8)

Mission 12: Battle of Sunaion

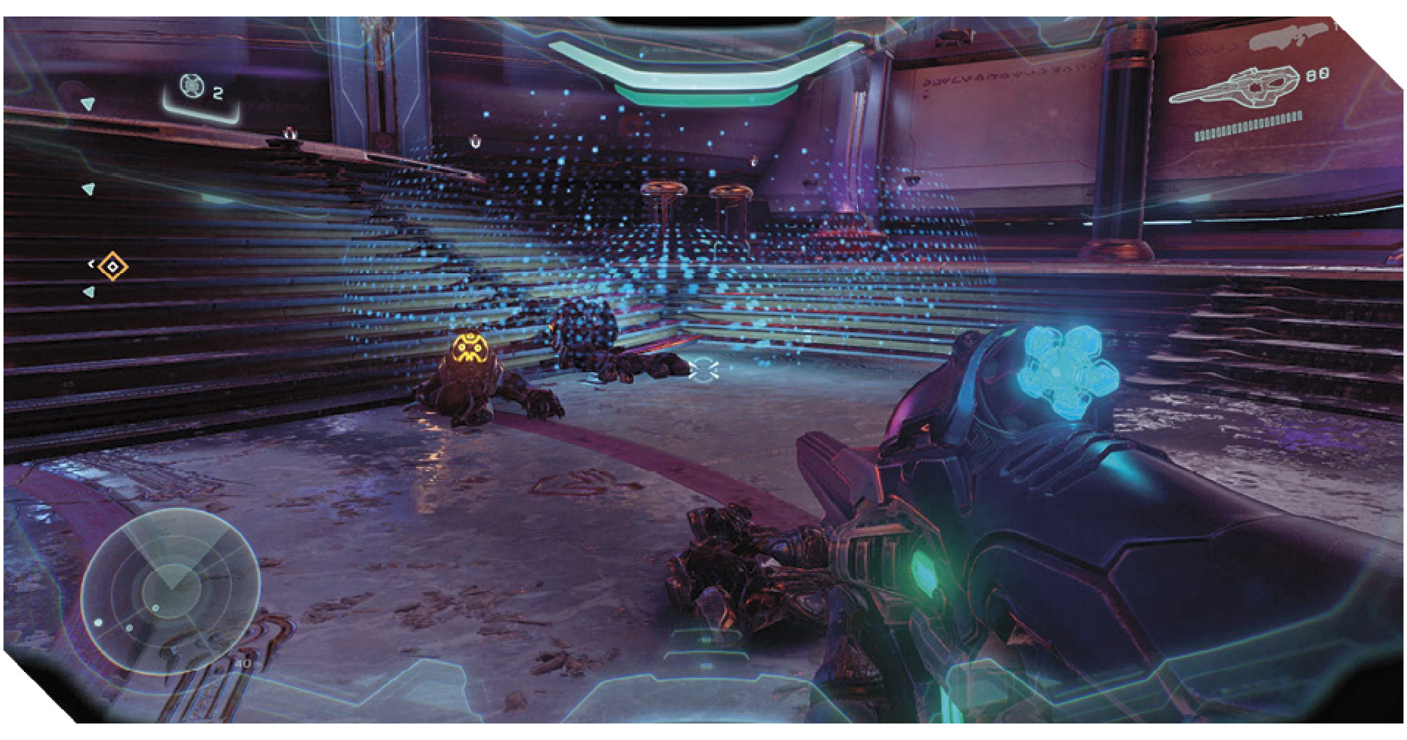
Guardian



A grisly sight greets you back on Sunaion's surface: Covenant and Swords of Sanghelios forces lie strewn about, apparently the victims of a Promethean ambush **30**. Things just became more complicated, but your mission hasn't changed.

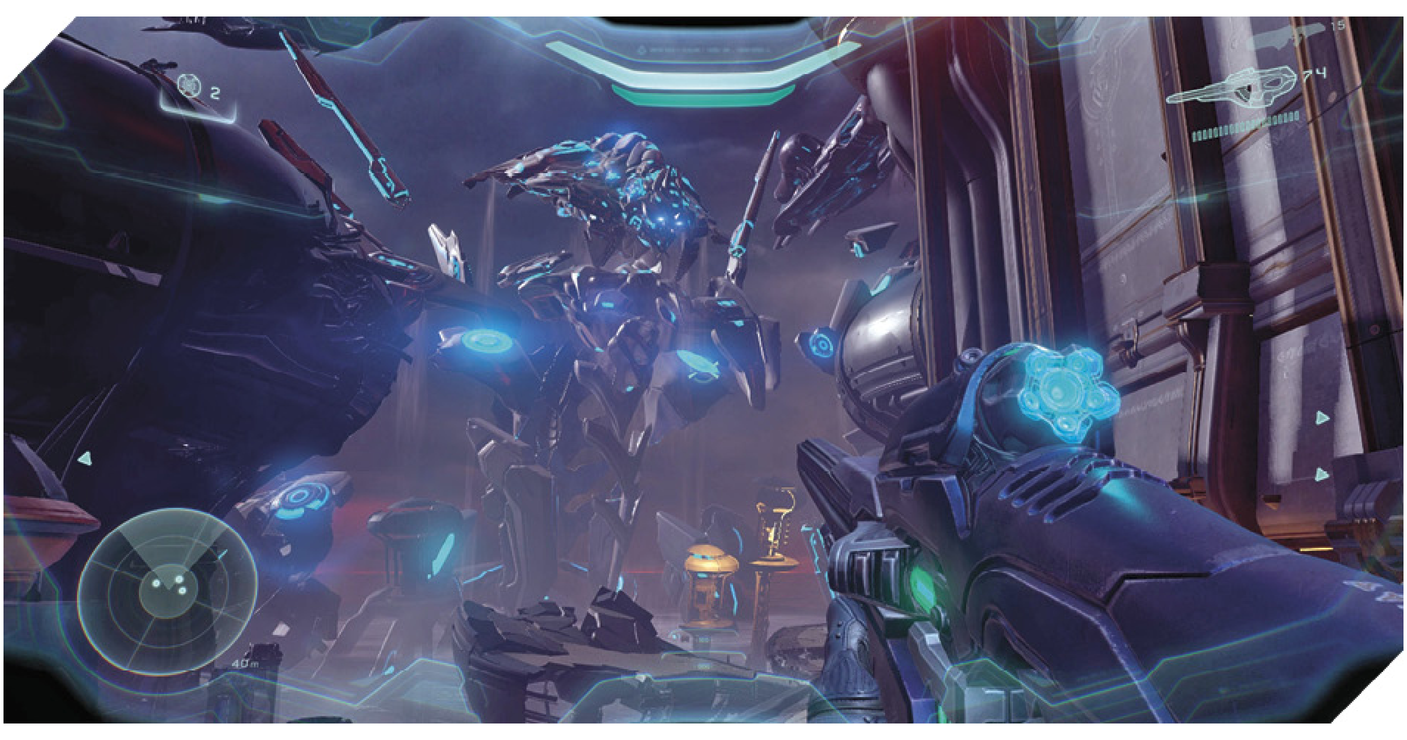


Before heading upstairs in pursuit of the Crawlers, search the Covenant carnage with Artemis to detect an ancient Sangheili Sword over on the right. Scan it for a bit of intel before moving on.

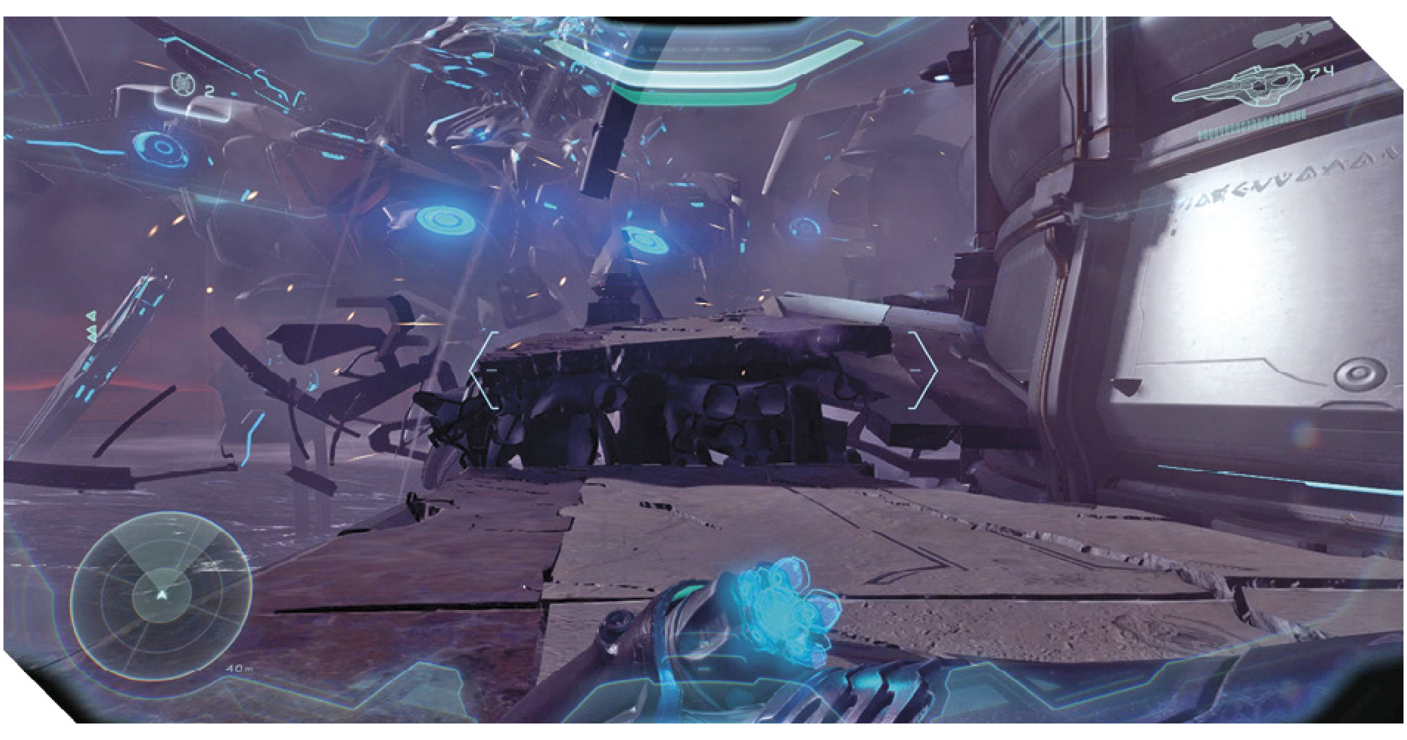


MISSION 12 INTEL ACQUIRED (6/8)

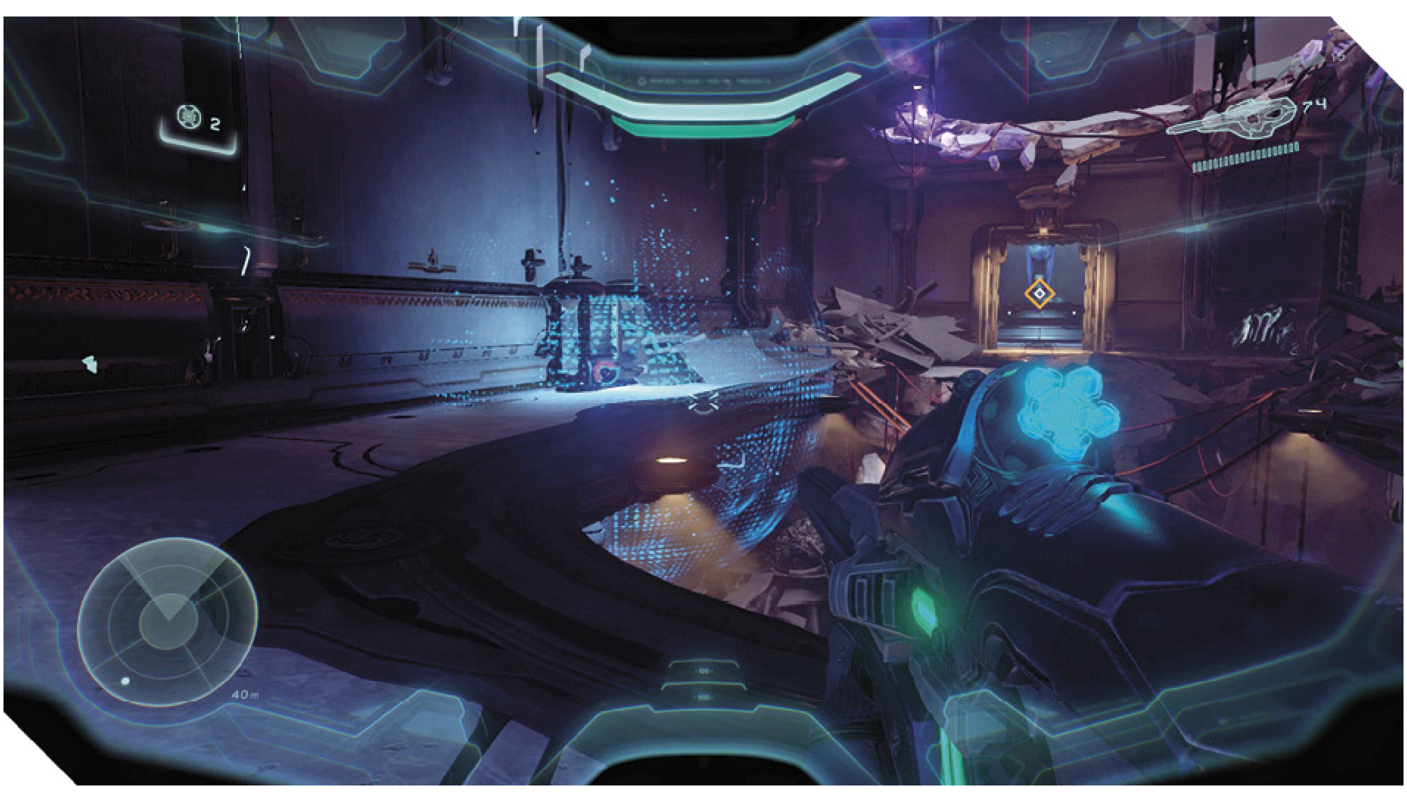
Press forward until you spot the massive Guardian emerging from the ocean **31**. The concussive blasts unleashed by the titan wreck the walkway ahead and knock a nearby Phantom for a loop. There's no time to lose—Sunaion is falling apart.



Sprint forward across the crumbling walkway, clambering up the uneven sections as the floor breaks apart. Race onward until Locke nearly takes a nasty fall **32**. After he rights himself, leap over to the building ahead and hurry inside.

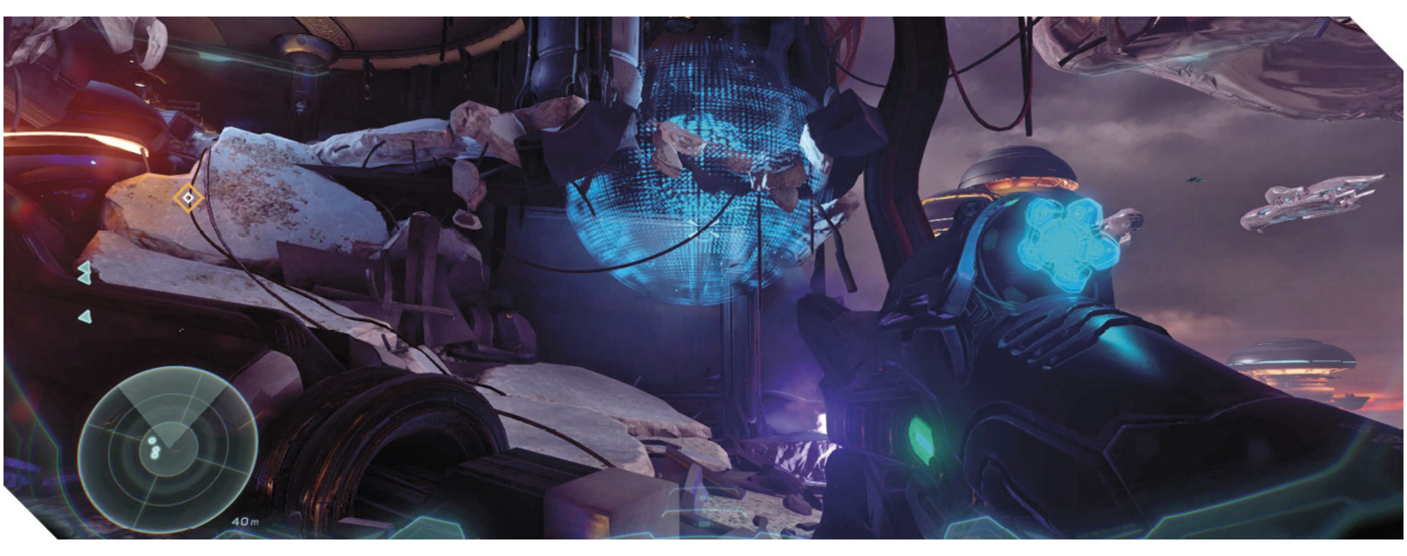


Keep to the building's upper level as you move through, and you'll pass a Covenant data pad on the left. If you're on the ground floor, double back for the data pad after you scale a slope of debris.



MISSION 12 INTEL ACQUIRED (7/8)

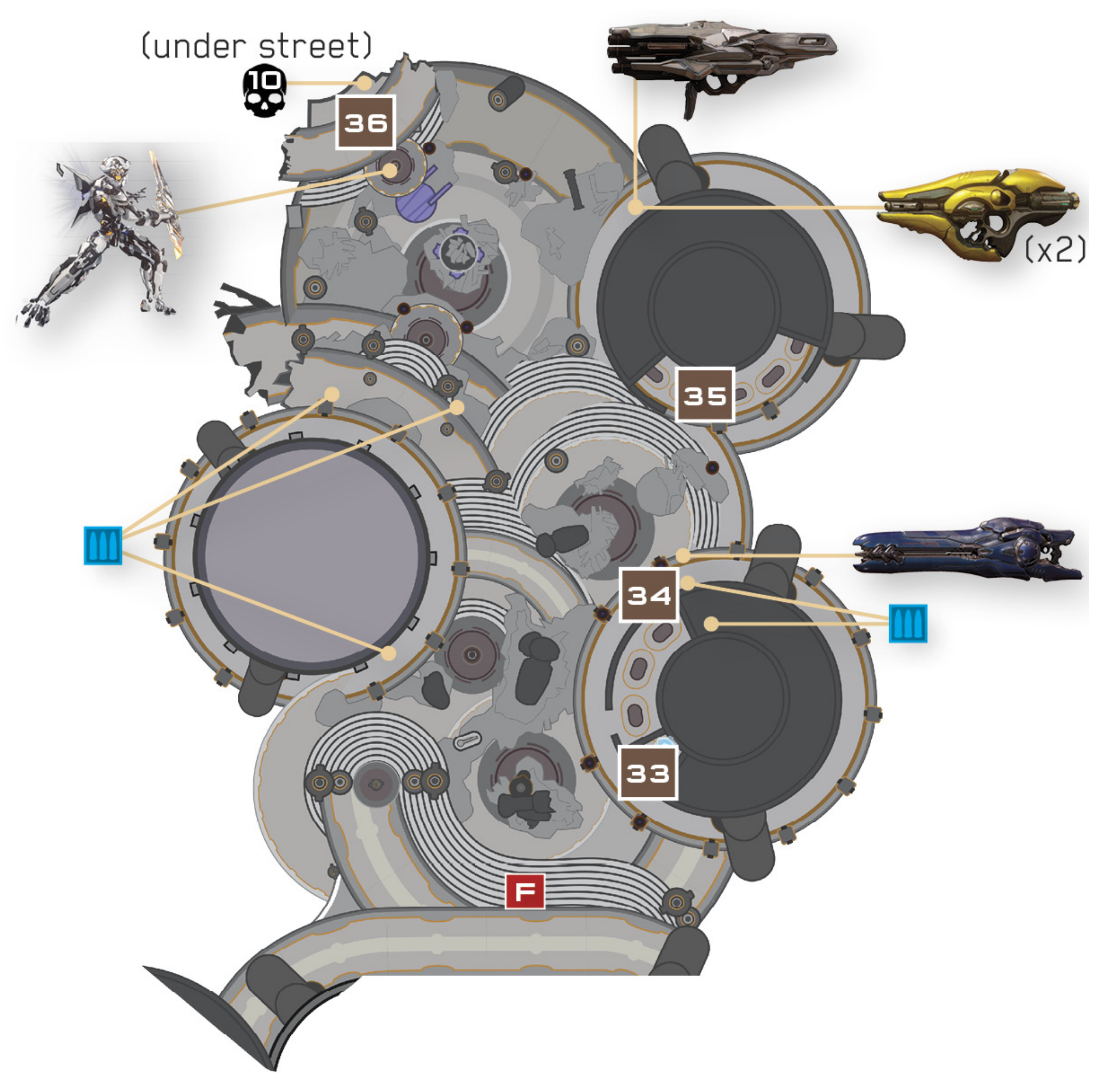
Fire up Artemis as you near the next slope of debris, and you'll detect an item of interest above you. Scale the debris and go right to find an ancient Sangheili Sword lying among the wreckage. Scan it to obtain the mission's final piece of intel before continuing toward the nearby Arbiter.



MISSION 12 INTEL ACQUIRED (8/8)

Mission 12: Battle of Sunaion

Major Firefight: Guardian Approach



Miraculously, the Arbiter has survived Sunaion's destruction, and the proud Sangheili warrior stands ready to help Osiris clear a path to the Guardian. This is fortunate, for Prometheans materialize en masse along this last broken road. Hold nothing back as you fight your way to the Guardian.

RECOMMENDED LOADOUT

Smaller arms will serve you well against the lowly Crawlers and Soldiers that first spawn, but you'll want additional firepower to help you defeat the more powerful Prometheans that eventually appear. Plasma Casters, Fuel Rod Cannons, and Beam Rifles are all fantastic weapons to carry with you into this final battle on Sunaion. Ensure that your whole team is well equipped.

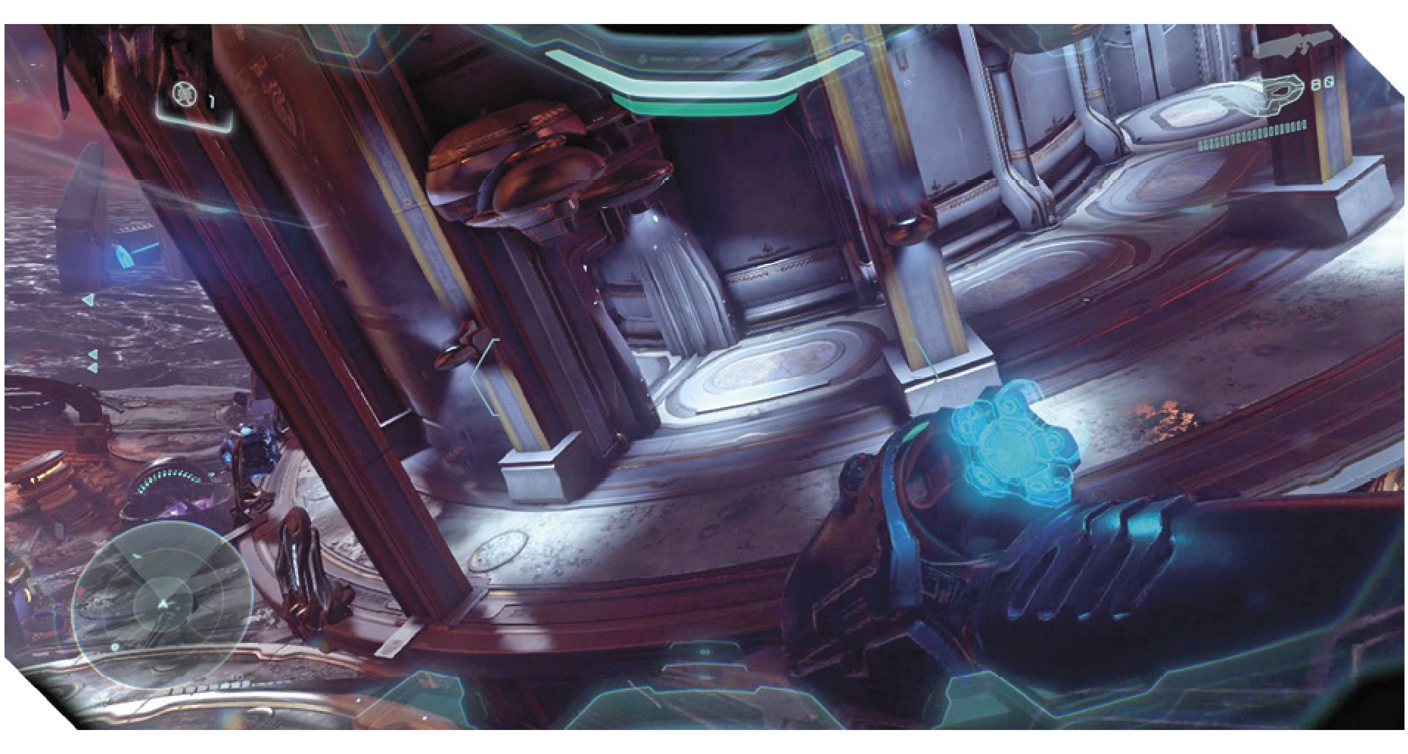
The broken road to the Guardian is filled with danger. Assist the Arbiter in eliminating the first few Crawlers that spawn as well as the Soldiers and Watchers that materialize afterward. Keep your distance, allowing the Arbiter to charge forward and eviscerate foes.

LEGENDARY STRATEGY

Don't advance too far during this battle on Legendary difficulty. Take your time, keep to cover, and pick off Prometheans as you're able. The large, square pillars near the entry point serve as effective cover until you're able to advance to a safer position.

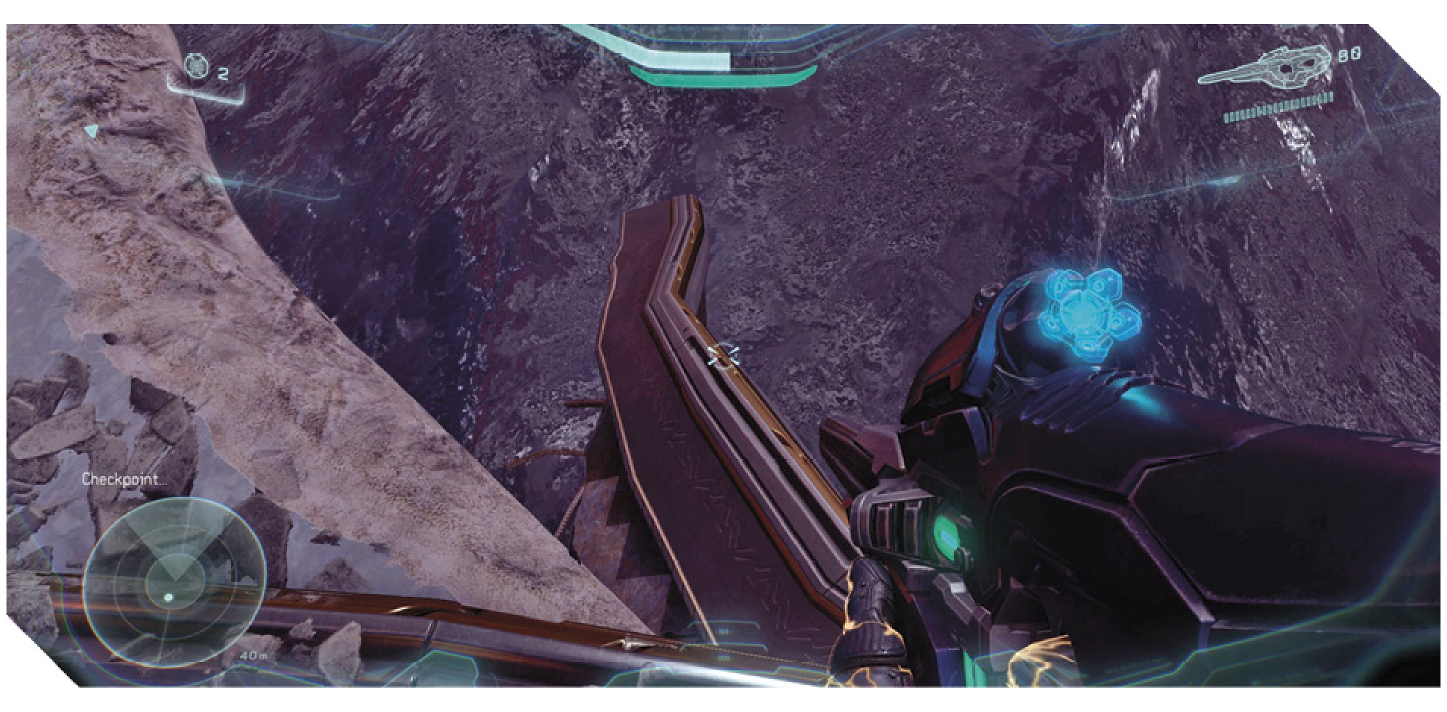
Promethean forces continue to spawn as you push toward the Guardian, including multiple Soldier Captains armed with Splinter Turrets. Preserve your power weapons for now and use the building on the right to flank the Captains; you can do this from the ground level or soar up to its second-floor balcony via a propulsion lift **33**. The balcony's better, because you'll find a Carbine and a Beam Rifle up there **34**, along with a clear line of sight on the constructs below.

If you're feeling frisky, leap to the toppled building ahead **35** and circle around its sloping balcony to discover two Fuel Rod Cannons and an Incineration Cannon on the building's far side. This forward position is dangerous, so consider falling back to the previous Beam Rifle perch **34** after acquiring these valuable weapons.



SKULL 10 OF 13: COWBELL

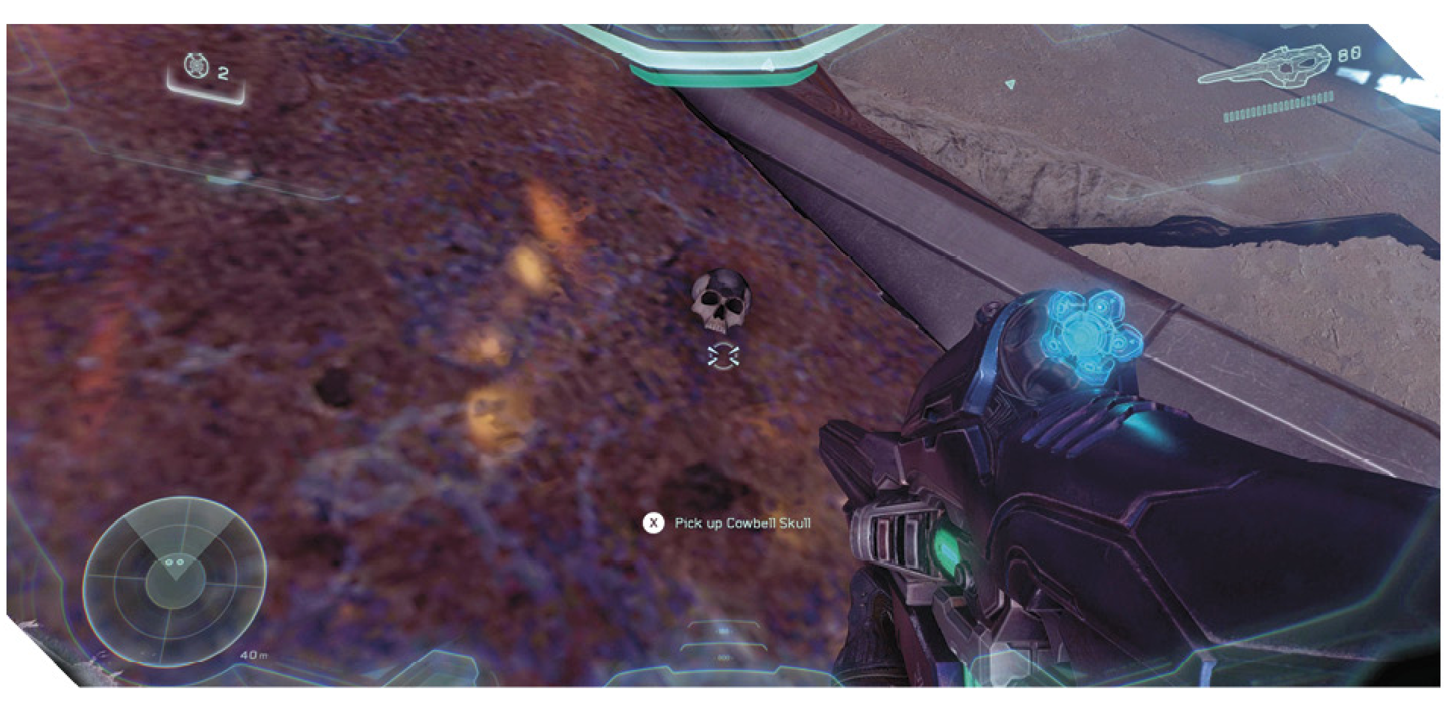
After crossing the toppled building **35** and reaching the Incineration Cannon, drop to the street and advance toward the Guardian in the distance.



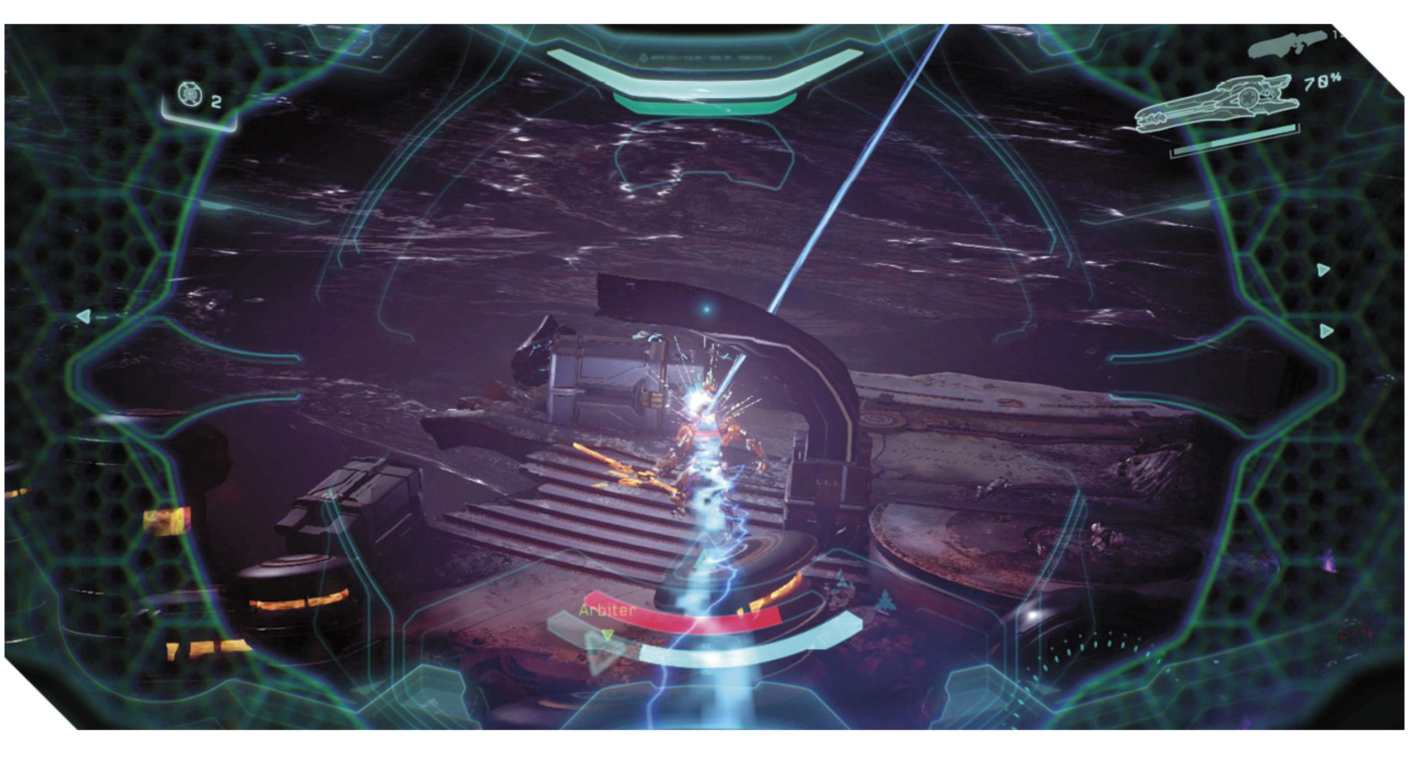
Move to the very edge of the street **36**, so that you're as close to the Guardian as possible, and look down. Spy a small metal support beam below you and carefully drop onto it.

Turn around after landing on the beam, and collect the little Skull behind you. Reaching this Skull is easiest before the Knights and Warden appear, and you can claim it on any difficulty. Snatch the Skull and then clamber back up to the action.

* * *



Promethean reinforcements arrive after the Captains fall, including more Soldiers, four Knights, and the fearsome Warden Eternal. Find a good spot to defend; the farther back, the better. The Beam Rifle perch **34** is an ideal location; use the Beam Rifle to score devastating headshots on the Warden. Just beware of the Soldier Captains' and Knights' barrages, along with the Warden's lethal ranged attacks. Thrust to dodge incoming fire, and fall back behind one of the balcony's support pillars whenever one of the Warden's orbs comes your way.

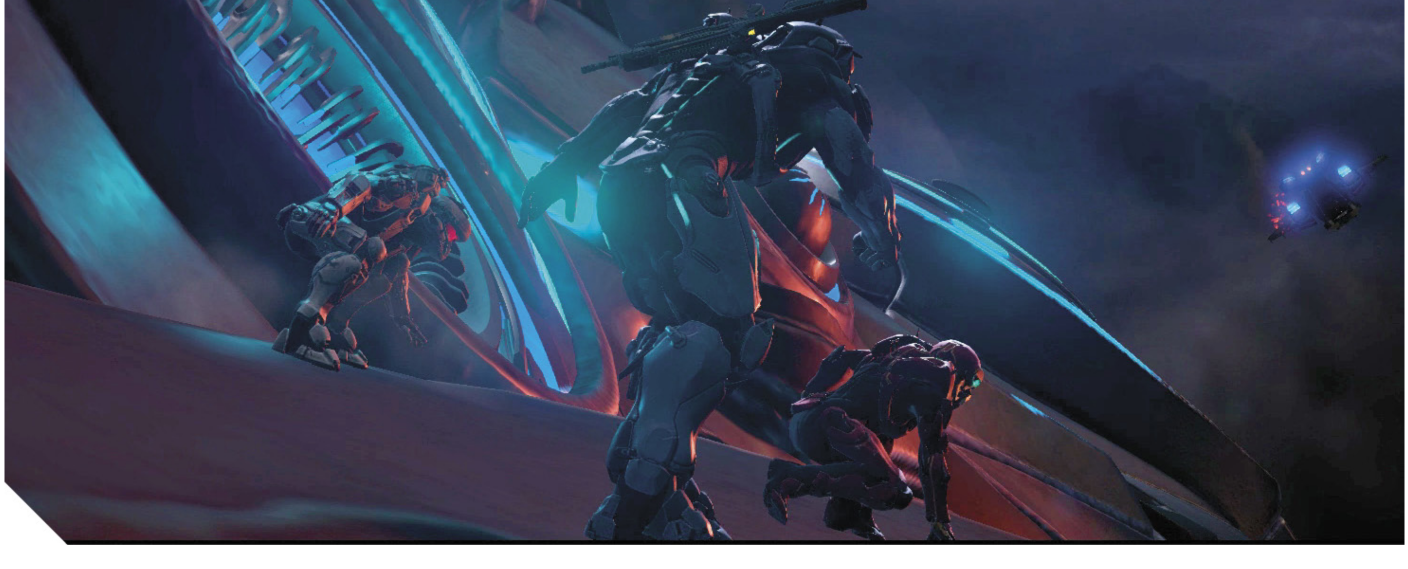


LEGENDARY STRATEGY

Empty the Beam Rifle on the Warden's head the moment it spawns, falling back behind a support pillar as needed to avoid the Warden's orbs. Thrust to one side to dodge the Warden's eye beam, and when your Beam Rifle runs dry, use a Carbine to pick shots at the Warden's head from afar. The balcony features a Covenant ammo crate, so you'll never run out of Carbine ammo. Defeating the Warden in this manner takes time, but it's one of the safest methods. Advancing to the forward Fuel Rod Cannons and Incendiary Cannon is suicide on Legendary.

Let the Arbiter handle the melee fighting while Osiris spreads out to unload on the Prometheans from multiple angles. Keep your distance as you unleash your most powerful weaponry against Warden from afar. Keep an eye on the Warden throughout the battle and be especially careful to avoid its devastating ranged attacks.

The battle ends when the Warden finally falls. With the help of Spartan Palmer's fancy Pelican flying, Fireteam Osiris manages to hitch a ride on the Guardian as it shifts into slipspace. Sunaion has fallen, and Osiris is back on Blue Team's trail. Mission accomplished!



Mission 13: Genesis

Mission Briefing

"It's you. The same as Meridian. As Sanghelios. My, you do get around."

The great city of Sunaion has fallen, conquered by the combined might of Fireteam Osiris and the Swords of Sanghelios. Against all odds, Osiris has succeeded in reaching Sanghelios's Guardian, which promptly entered slipspace, whisking the Spartans away to a Forerunner world called Genesis. Blue Team hitched a ride on Meridian's Guardian in a similar fashion—could they have come to this same place?

You've reached the Forerunner planet known as Genesis. Now you must track down Blue Team. Get off the Guardian and scour the planet's surface for signs of the Master Chief and his comrades. Compared to crushing the Covenant and catching a ride on a Guardian, finding the Chief should be short work.

Enemies Encountered

CRAWLER

ELITE

GRUNT

JACKAL

KNIGHT

SOLDIER

WARDEN ETERNAL

Vehicles Encountered

GHOST

PHAETON

SCORPION TANK

WRAITH

Special Weapons Acquired

THE ANSWER

LIGHT OF URS

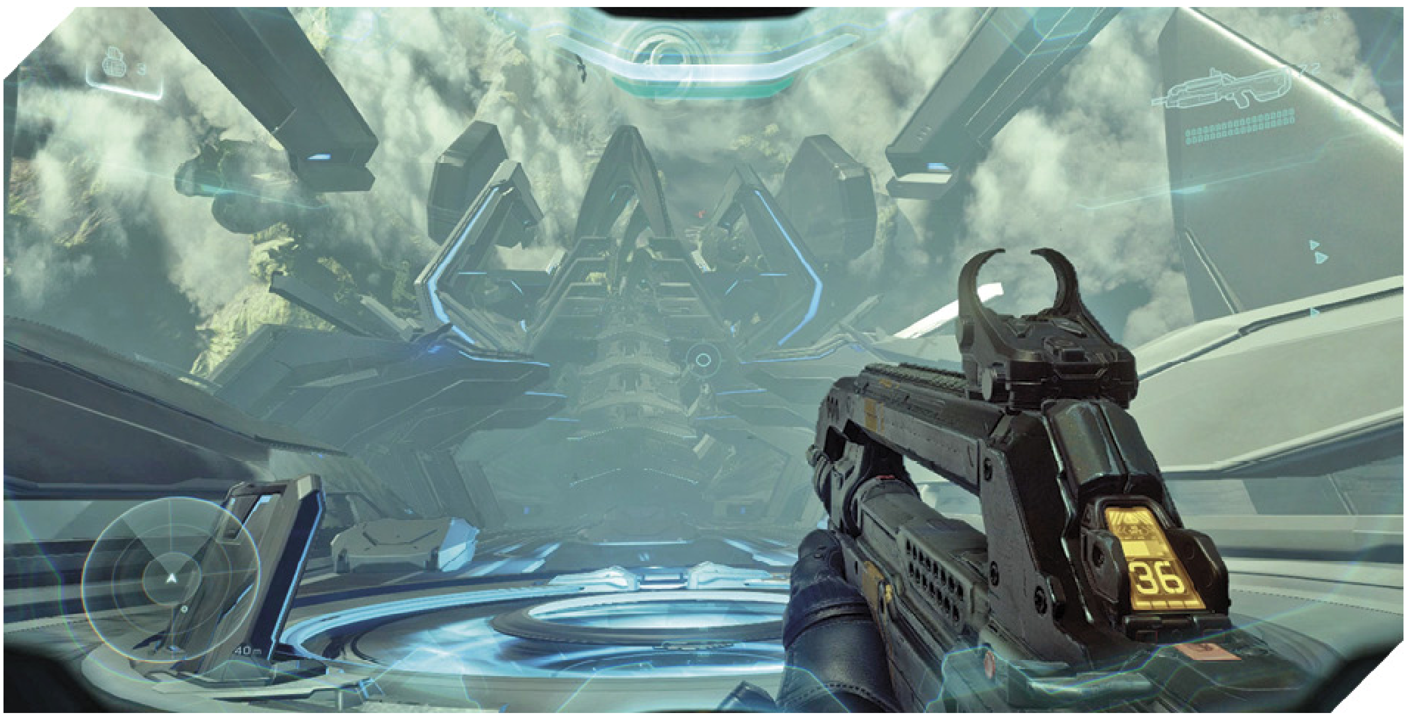
SPITFIRE

Mission 13: Genesis

Danger Zone

OBJECTIVE: ESCAPE THE GUARDIAN

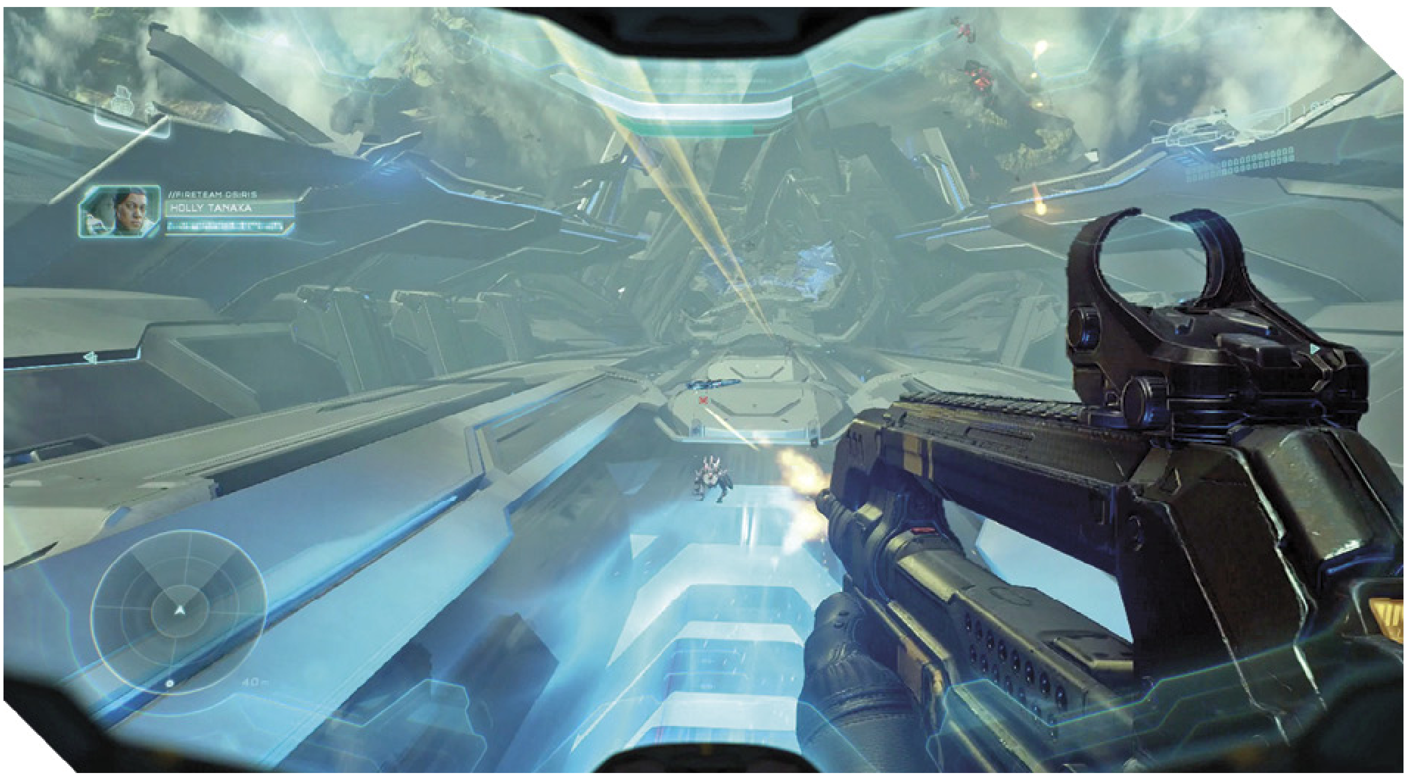
Traveling through slipspace on the Guardian was surprisingly painless—getting off of the monstrosity is another matter. Fortunately, your mag boots make the effort possible. Sprint down the side of the Guardian, racing toward the planet below. Don't stop for anything, because the Guardian's form shifts under your feet, creating an unstable surface. Falling from this height would be fatal, even for a Spartan!



LEGENDARY STRATEGY

Speed is key during this mad dash down the Guardian on Legendary difficulty. Jump and thrust forward again and again, letting Genesis's gravity pull you down toward it. Pause only when you've dropped from a "shelf" and can't be targeted by enemies behind you, and then stop only long enough to recover your shields before leaping and thrusting onward.

Hasten your trek down the Guardian by jumping and thrusting forward off of ramps formed by the Guardian, allowing Genesis's gravity to pull you downward. Pick shots at the Crawlers and Soldiers that spawn while you're airborne, but ignore them otherwise—they're mere distractions. The Guardian's form is changing so rapidly that stopping even briefly to fight could spell disaster. Just keep moving, sticking to the middle of the Guardian and leaping over gaps and obstacles as you go.



CHAAAAAARGE!

If any enemies get in your way while sprinting down the Guardian, tap the Melee button to knock them silly with a Spartan Charge.

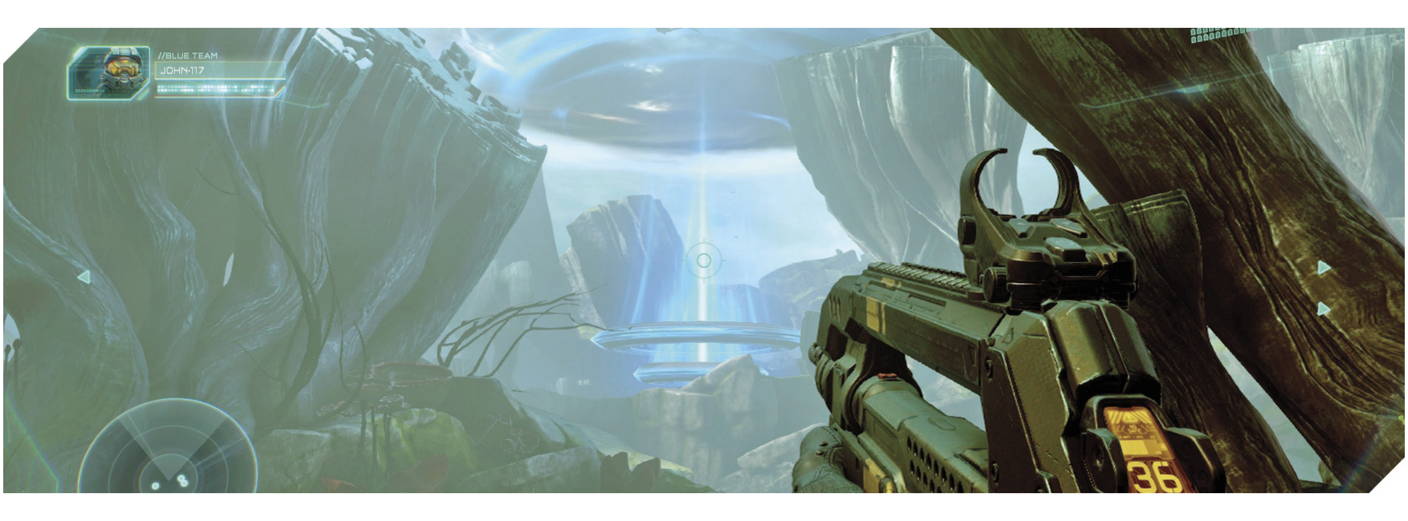
HALO 5 GUARDIANS CAMPAIGN WALKTHROUGH

Mission 13: Genesis

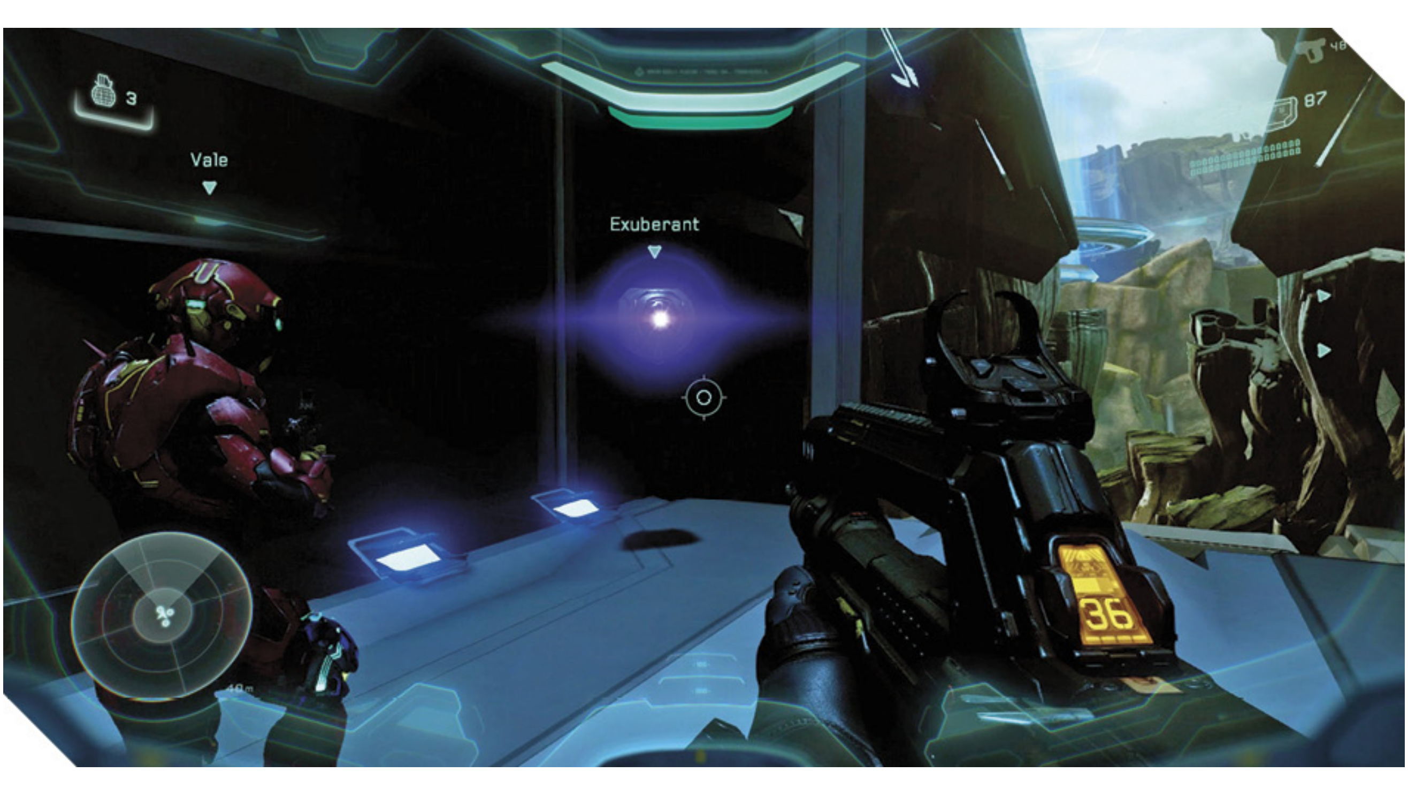
Call Me Cupid

OBJECTIVE: FIND THE MASTER CHIEF

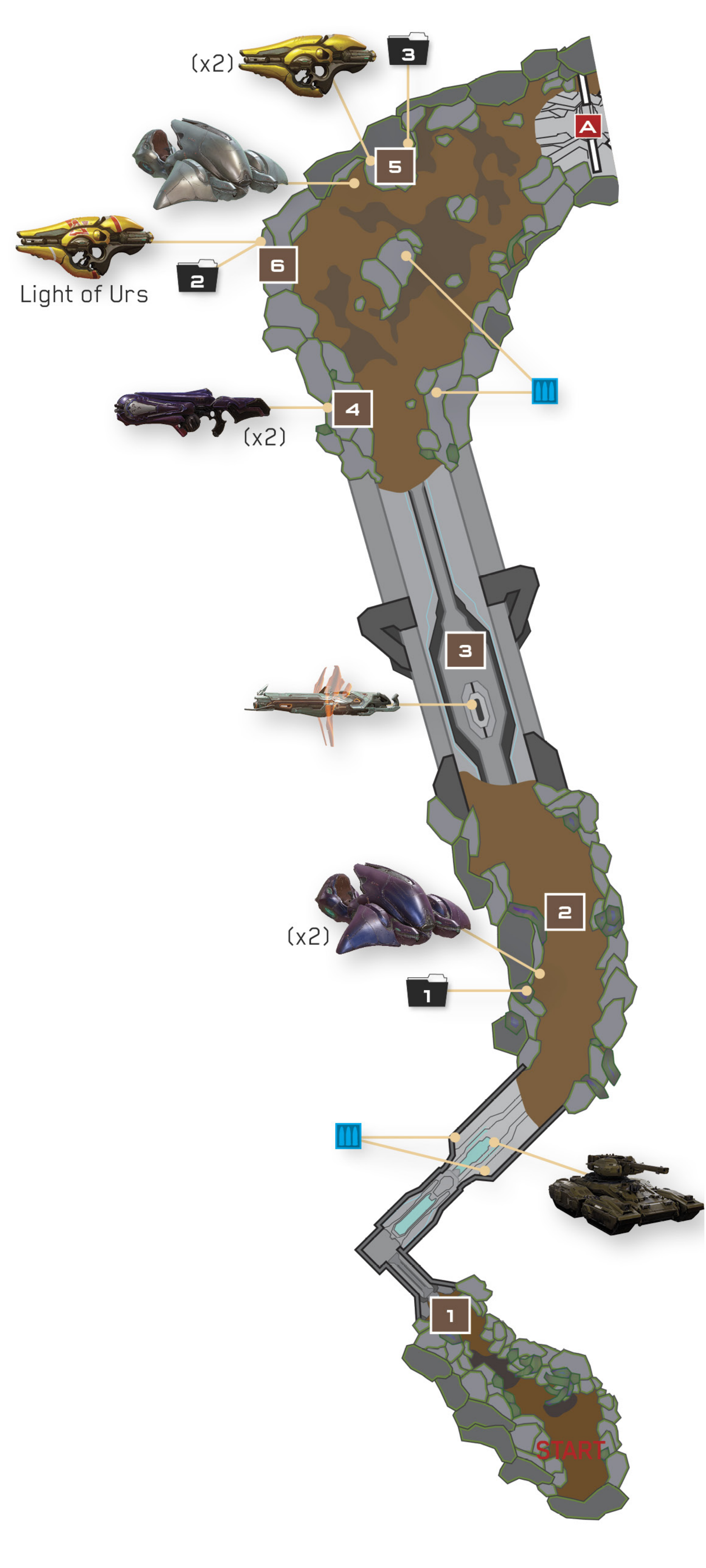
Using their thrusters to slow their descent, Fireteam Osiris narrowly survives their harrowing escape from the Guardian. Touching down on the Genesis's surface, Locke finally makes contact with the Master Chief. The conversation is brief, but Locke learns that Chief is near something called the Gateway. The striking structure on the horizon seems a likely candidate.



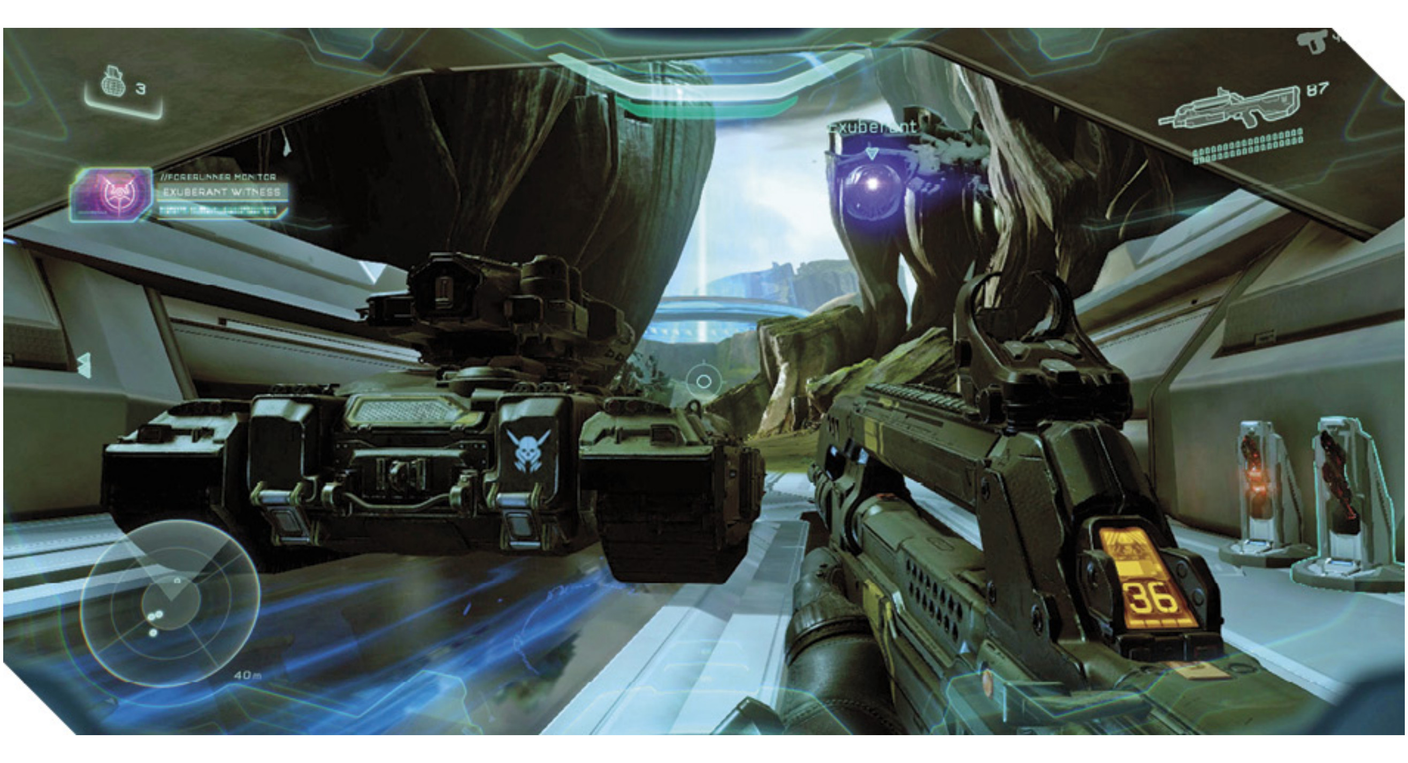
There's no time to lose. Follow the path ahead to a Forerunner facility 1. The station's monitor, 031 Exuberant Witness, greets you inside. It informs you that it is in charge of the Genesis station and asks if you've "also" come to stop Cortana from seizing the Mantle of Responsibility. Exuberant indicates that humanity's future will be quite dismal if Cortana succeeds.



OBJECTIVE: FOLLOW THE MONITOR



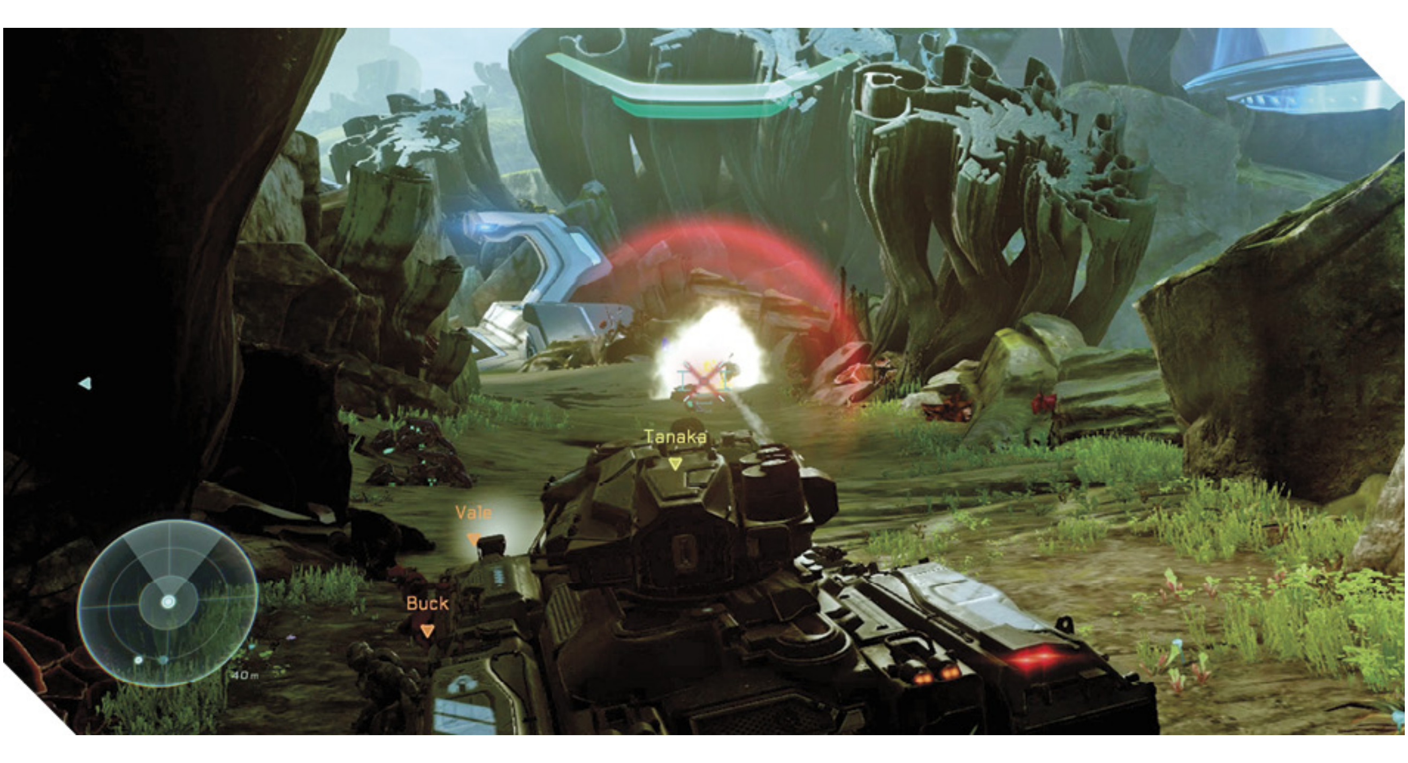
The monitor leads you to a nearby exit. Follow it there, where it warns you that hostile entities lie ahead. Exuberant then summons a Scorpion Tank to assist you in reaching the Gateway. Consider grabbing or giving away the nearby Forerunner weaponry before driving off in your tank.



ACHIEVEMENT: TANK STILL BEATS EVERYTHING

Scorpions are major assets, particularly when playing on Legendary difficulty. If you maintain your Scorpion throughout this mission during Legendary play, you'll earn an Achievement when you reach the point where the Scorpion can no longer advance. You forfeit your chances of earning this Achievement if the Scorpion is destroyed or if you leave it behind, so don't stray too far from the Scorpion when exiting the vehicle, and don't let it take too much damage. Restart from the previous checkpoint if your Scorpion suffers harm.

Annihilate the first Ghost and Ultra Ghost you encounter just outside of the garage 2, then order your teammates to pilot the two fresh Ghosts parked on the left. Artemis reveals a data pad near the Ghosts; hop out and scan it for intel.



MISSION 13 INTEL ACQUIRED (1/10)

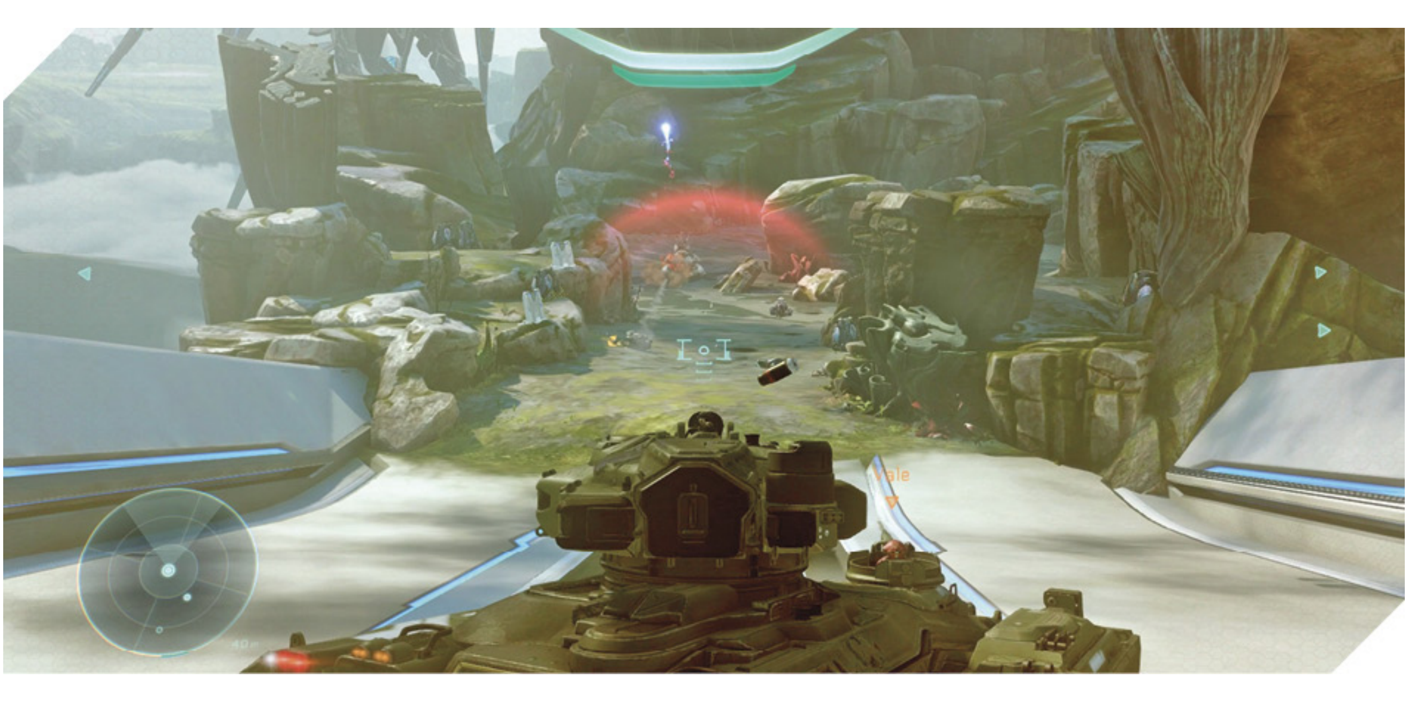
ACHIEVEMENT: ROLLING THUNDER

When playing with friends in Co-op mode on Heroic or Legendary difficulty, earn an Achievement by having all four members of your team pilot vehicles. You're nearly there with the two Ghosts you've just discovered, and you could potentially satisfy this Achievement right now if you manage to defeat an enemy Ghost's driver without destroying the vehicle itself. There are many other vehicles to exploit during this mission—check the maps for their locations.

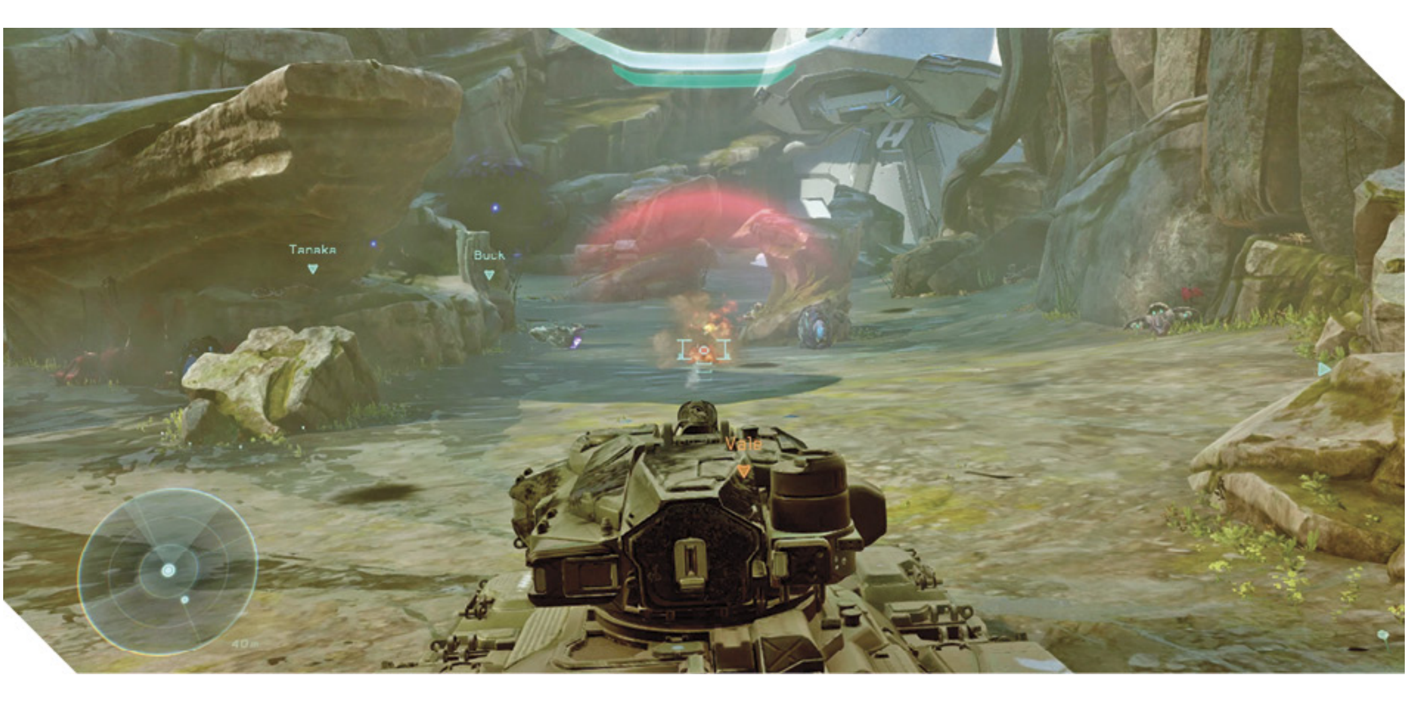
ULTRA ENEMIES

You face Ultra Ghosts and Ultra Wraiths in this mission. These are much sturdier than their standard versions and their weaponry inflicts far more damage. Ultra Ghosts and Ultra Wraiths can be identified by their light gray coloring.

Roll onward, listening as Exuberant reveals the truth about the Guardians. When you begin to descend a slope 3, unleash your Scorpion's cannon on the distant Ultra Wraith, Beam Turrets, and other assorted hostiles ahead.



Advance down the slope to entice more Prometheans to spawn, including four Knights. Back up and obliterate priority targets from afar.



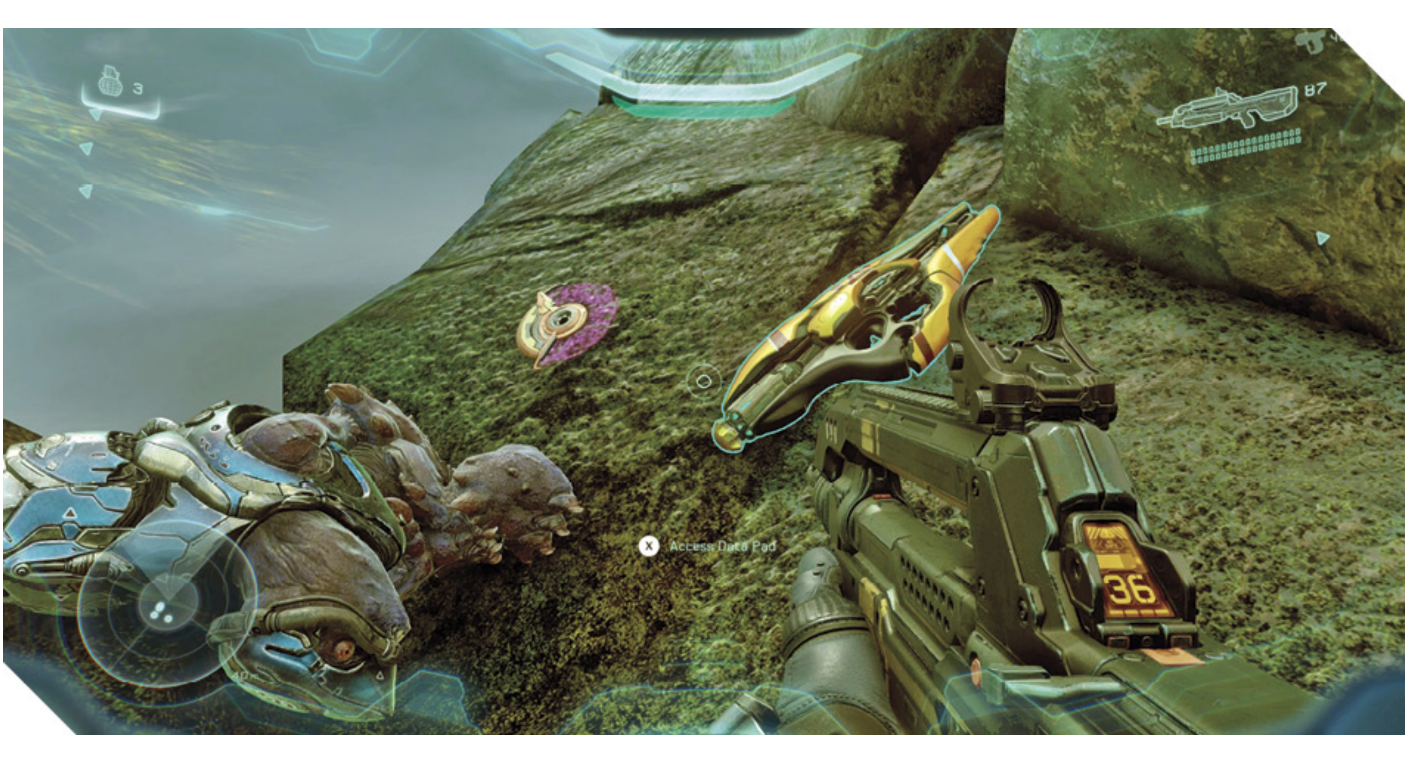
LEGENDARY STRATEGY

Don't allow your Scorpion to take much damage during this first battle. You can secure this area without suffering much harm if you're careful, and you'll benefit from a healthy tank later on.

ALTERNATE APPROACH

Any teammates who are not piloting vehicles may want to utilize the Plasma Casters stashed on the rocks to the left 4 or the Fuel Rod Cannons found on the ledge near the far wall 5—just beware of the Grunt Heavy that guards them. There's a fresh Ultra Ghost parked near the Fuel Rod Cannons, so everyone can have their own vehicle now.

Secure the area, and then Exuberant will open the way forward. Before following Exuberant through the large door, exit your tank and search the area's far left edge 6 with Artemis to discover a data pad and a special Fuel Rod Cannon called Light of Urs. Scan the pad and grab or give away this special weapon.

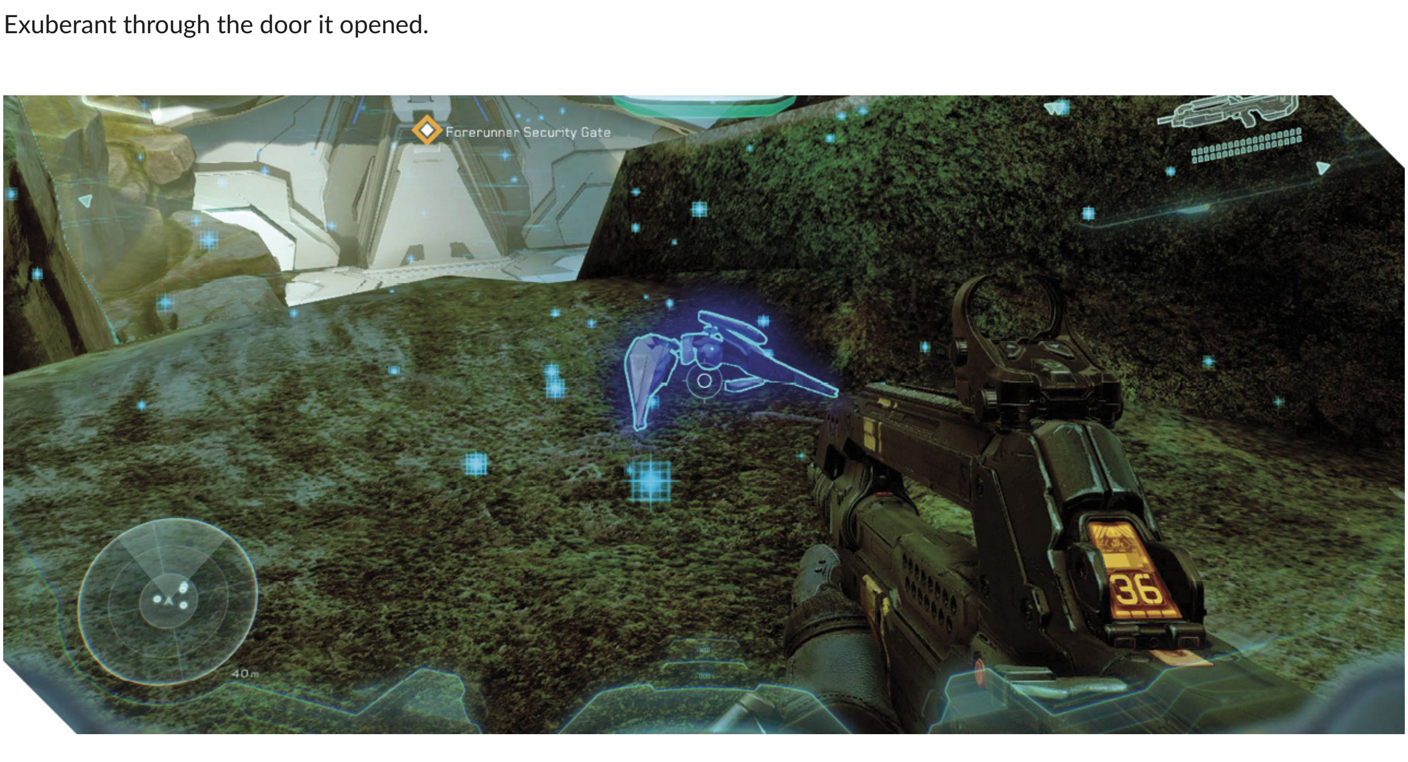


MISSION 13 INTEL ACQUIRED (2/10)

AMMO EVERYWHERE

Spartans fighting on foot have access to an array of power weapons during this mission. Refer to the maps for their locations.

Turn around after grabbing Light of Urs and climb the rocks behind you. Keep to the left as you traverse the rocks, heading back toward the Fuel Rod Cannons 5. Engage Artemis as you go to detect an object of interest above the Fuel Rod Cannons' ledge. Scan the object, which turns out to be a broken Constructor, for intel. Return to your Scorpion afterward and follow Exuberant through the door it opened.



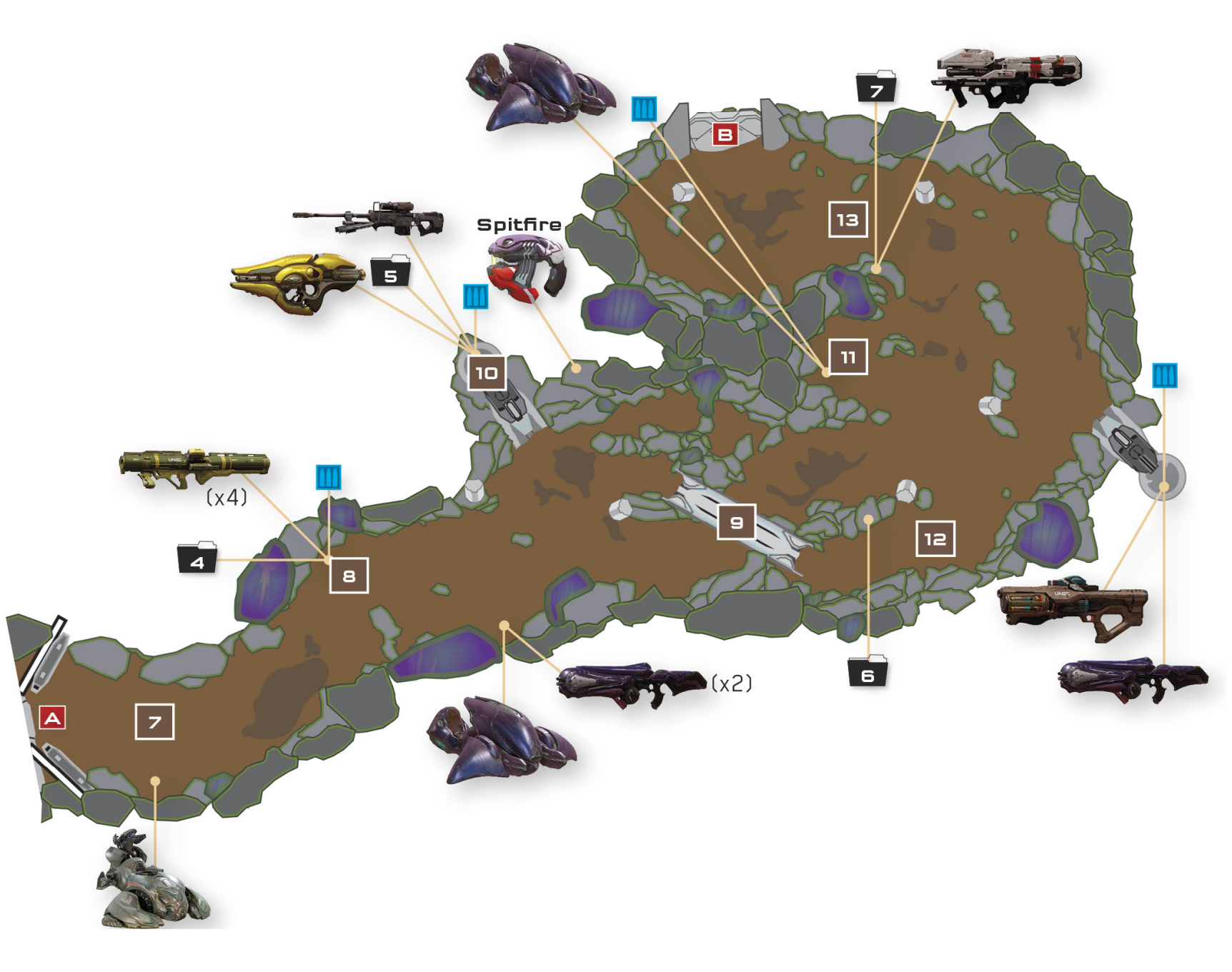
MISSION 13 INTEL ACQUIRED (3/10)

LIGHT OF URS

The war on Sanghelios has led to unprecedented advances in fuel rod technology. This improved Fuel Rod Cannon fires faster-moving projectiles that do more damage.

Mission 13: Genesis

Major Firefight: Road to the Gateway



The road beyond the door is a war zone filled with Wraiths, Ghosts, Knights, and Beam Turrets. A Phaeton and a Banshee also rain destruction from the sky. This may be the biggest battle that Fireteam Osiris has faced to this point, so be prepared for war.

RECOMMENDED LOADOUT

You've got a Scorpion, right? What else do you need!

Any Spartans not riding in the Scorpion should either find vehicles of their own or take up power weapons and go it on foot. The available Plasma Casters, Fuel Rod Cannons, and Light of Urs found in the previous area are all effective foot troop arms.

Passing through the door, you enter a tunnel with a vacant Ultra Wraith **7**. Order your teammates to take it; you'll need the extra firepower.

Use your Scorpion to blast the Ghost in the tunnel, along with the Banshee that comes flying into the tunnel as you advance. The wreckage of a UNSC Pelican lies on the left **8**, but there's little time to examine it, for two enemy Wraiths bombard you from farther up the road. Mark the nearest Wraith as a priority target and focus on avoiding its arcing blasts as you look to counter with your Scorpion's cannon. Destroy one Wraith, then the next.

TREASURE YOUR TANK

Preserving your Scorpion is extremely important in this mission, for there's no better way to deliver heavy damage across long distances. The Scorpion is heavily armored, but a few Wraith blasts will destroy it on harder difficulties. Don't hesitate to restart from the last checkpoint if your Scorpion suffers a blast you could have avoided.

LEGENDARY STRATEGY

These Wraiths are a terrible twosome on Legendary. They're amazingly accurate, and a few direct hits will squash your Scorpion in short order. Advancing on them in your Scorpion is death, so back away into the tunnel for safety. If your team still has a Ghost, swap vehicles and use the Ghost's superior mobility to avoid damage as you fire on the Wraiths. It'll take time to destroy them in Ghosts, but you've better odds of dodging their deadly fire. The Rocket Launchers stashed near the nearby downed Pelican are also useful, but approaching the Wraiths on foot is dangerous in the extreme. You have options, so try different tactics until you find an option that lets you destroy both Wraiths without harm to your Scorpion.

When both Wraiths are down, hop out of your Scorpion and check the wreckage of the downed Pelican **8**. You'll find two Rocket Launchers and four DMRs, along with a UNSC data pad. Use Artemis to locate the data pad, then climb the Pelican to reach it. Scan it for intel before moving on.

MISSION 13 INTEL ACQUIRED (4/10)

An overpass lies just ahead **9**. Before approaching it, exit your Scorpion and go left to locate a platform that's loaded with power weapons **10**. Scan the Forerunner console you find here to unlock new intel, then search the rocks to the right of the platform to discover a special Plasma Pistol called Spitfire.

MISSION 13 INTEL ACQUIRED (5/10)

SPITFIRE

The skill and finesse of Kig-Yar armorers should never be underestimated. The Spitfire is an improved Plasma Pistol that overcharges faster and does not overheat.

Return to your Scorpion and roll onto the overpass **9**. A Knight spawns in the middle of the overpass and immediately opens fire. Roll backward to avoid its inbound Incineration Cannon blast and counter with a few payloads of your own.

Return to the overpass, aim left, and destroy the closer of two Beam Turrets ahead. Allow the farther Beam Turret to blast an enemy Ultra Wraith that's hidden behind the rocks on the left **11**; the Ultra Wraith will destroy this Beam Turret for you. Fire on any Knights within sight, but don't linger on the overpass for too long or you may draw the Ultra Wraith's fire.

Cross the overpass and wipe out a Ghost as you descend the curved slope that follows **12**. Use the tall rocks on your left as cover from the Ultra Wraith as you work at obliterating the surrounding Knights. If the Ultra Wraith is still active after the Knights have fallen, carefully advance and eliminate it as well.

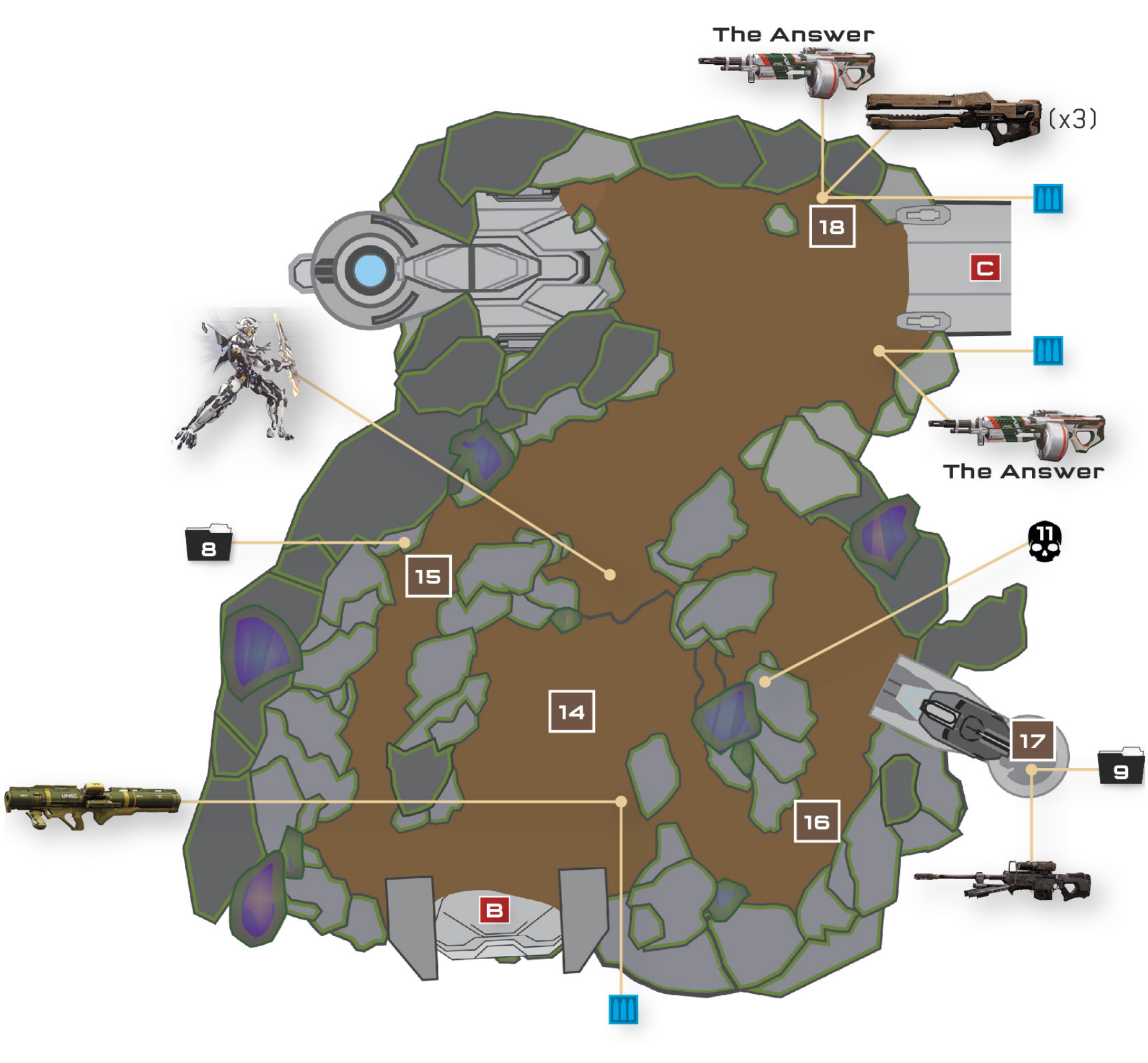
Another hostile Wraith lurks farther ahead, near the point where the road makes a left turn and descends **13**. Carefully obliterate this last hostile to secure the road to the Gateway.

Once the area is secure, hop out of your Scorpion and return to the overpass **9**. Climb the rocks at one end of the overpass to discover a broken Constructor (use Artemis to track it down). Scan the device for intel.

MISSION 13 INTEL ACQUIRED (6/10)

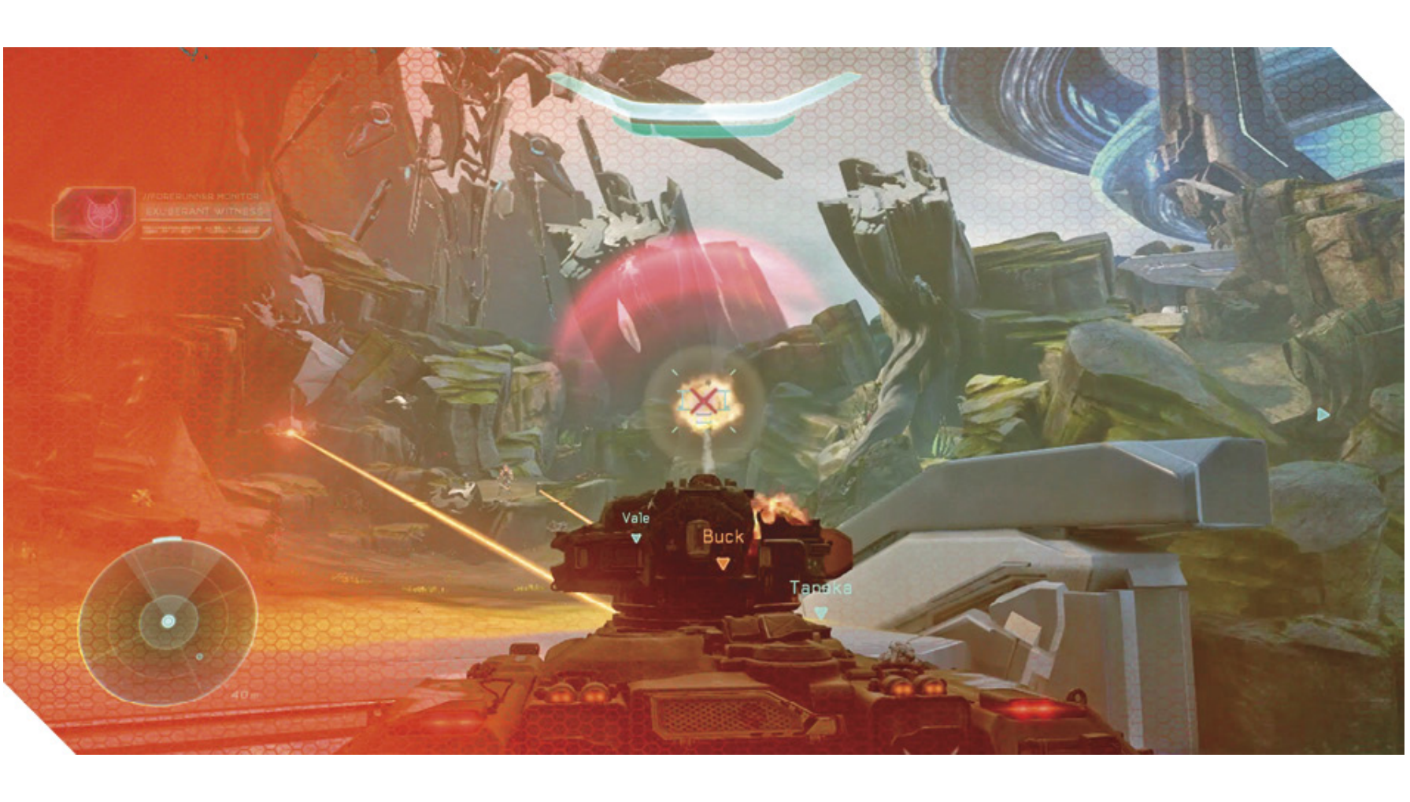
Head back to your Scorpion, but don't jump in just yet. Instead, move to the point where the road makes a left turn and dips downhill, leading to a Light Bridge **13**. Search the rocks on the left (the inside part of the turn) to discover a Spartan Laser and a data pad. Grab or give away the Spartan Laser and scan the pad for more intel.

MISSION 13 INTEL ACQUIRED (7/10)



Now return to your Scorpion and roll downhill. The Light Bridge ahead is out, but Exuberant quickly fixes that. Roll across to trigger the appearance of the Warden Eternal, who spawns just ahead **14**.

Two Beam Turrets appear along with the Warden. Mark the Warden as a priority target for Osiris, but blast both Beam Turrets first, for they'll shred your Scorpion if you don't destroy them. Level your tank's cannon at the Warden afterward, pounding the menace relentlessly until it can withstand no more.



LEGENDARY STRATEGY

Pat yourself on the back if your Scorpion is still functional for the Warden fight—its cannon is a huge advantage. Still, the Scorpion won't last long if it suffered heavy damage along the way. If your Scorpion is in good shape, use it to wipe out the Warden as quickly as you can; otherwise, abandon the vehicle and fight the Warden on foot, using the surrounding rocks to flank it. Defeat the Warden without losing your Scorpion to earn the Achievement mentioned earlier in this chapter.

After defeating the Warden, check the left hill to discover the corpse of a fallen Elite **15**. Climb onto the nearby rock afterward to discover the Elite's belongings: an Energy Sword and data pad. Scan the pad for intel.

MISSION 13 INTEL ACQUIRED (8/10)

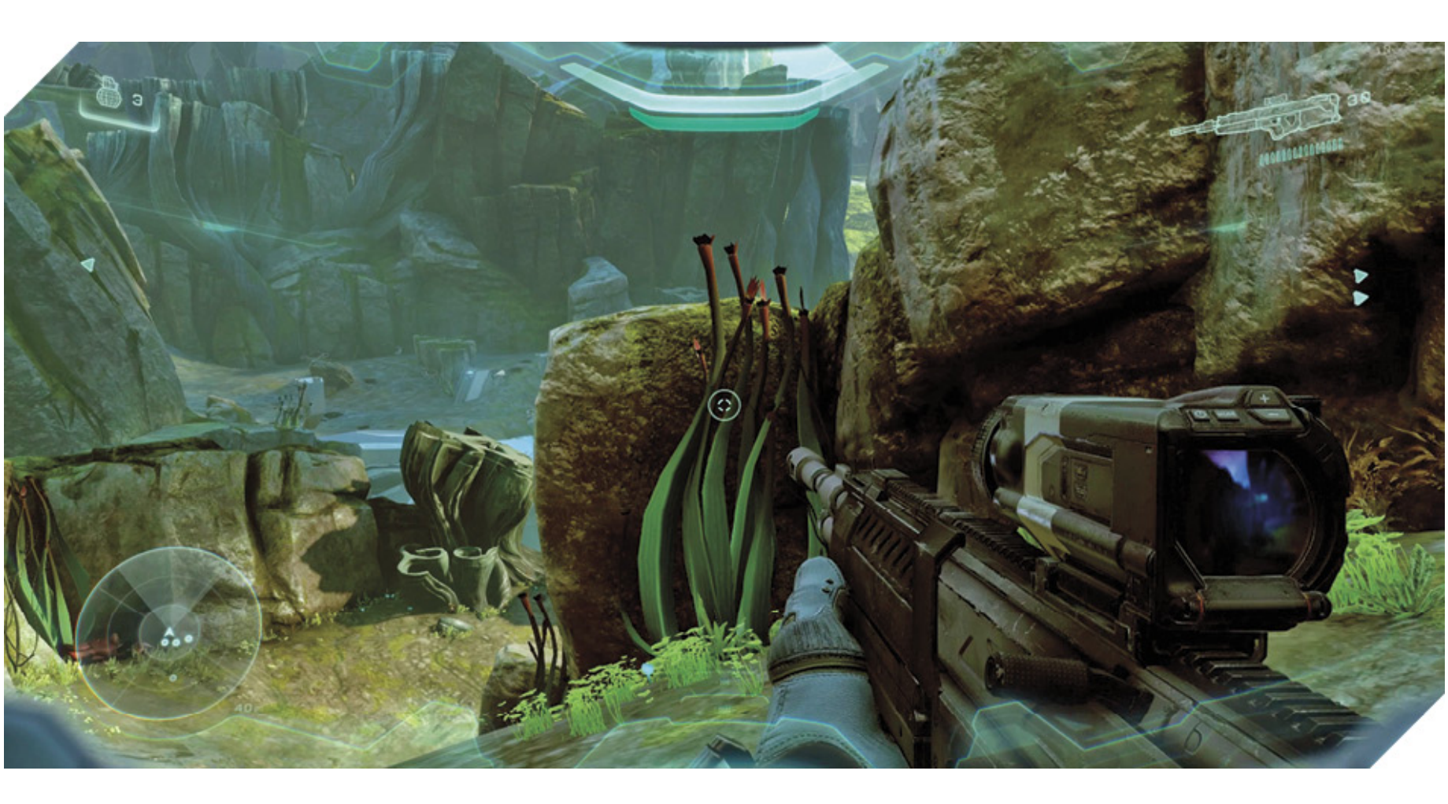
ALTERNATE APPROACH

If you've lost your Scorpion and must battle the Warden on foot, you've found plenty of power weapons to get the job done by now. If you need more firepower, there's a Splinter Turret lying atop the rock on the left and a Rocket Launcher and two DMRs resting on the ground to the right. Put these to use as you split your team up to flank the Warden from all sides.

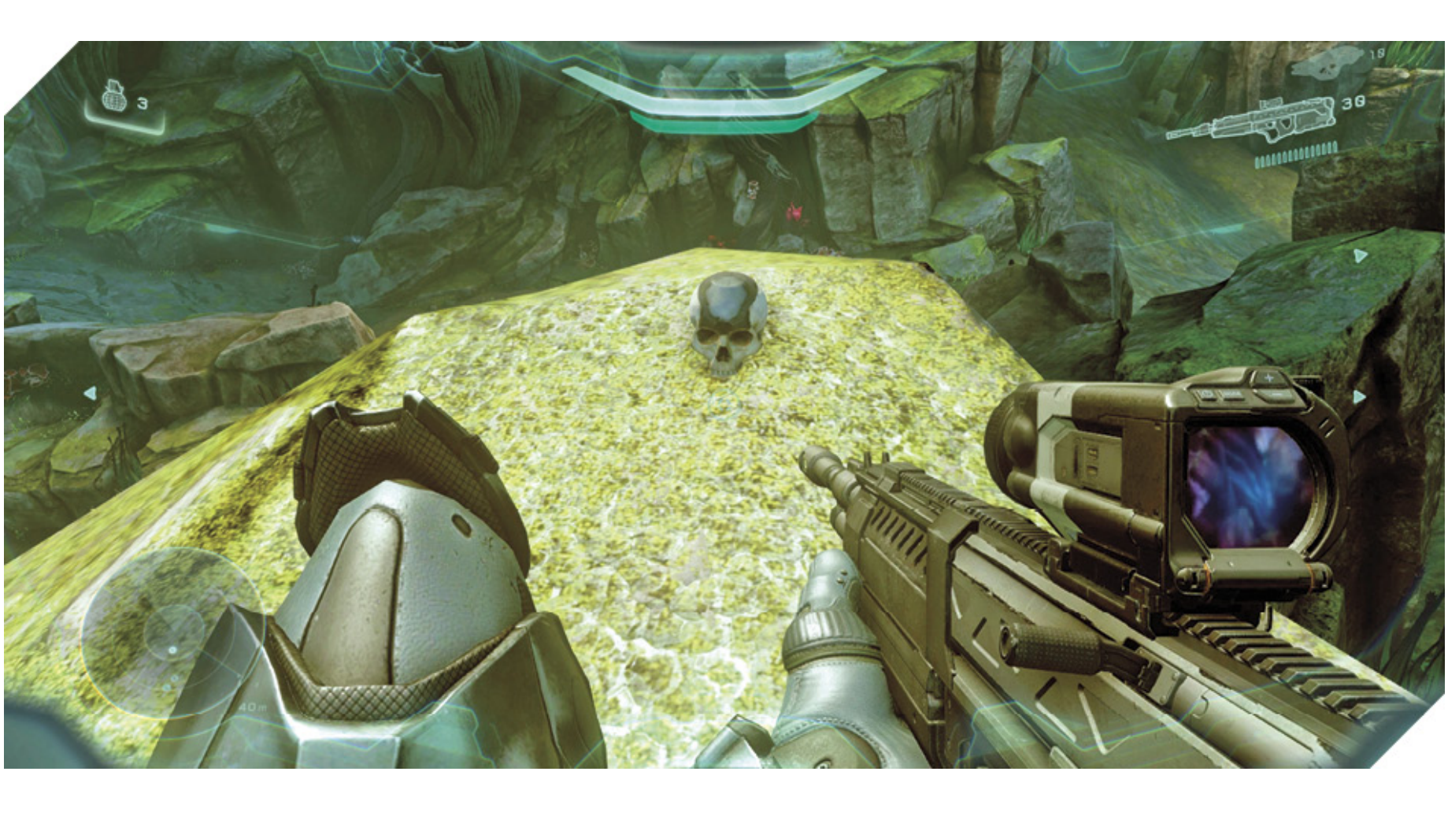
The Scorpion isn't suited to navigating the rough terrain ahead, so leave it and keep to the right, taking a side path up the hill **16**. Check the platform on the right when you reach the top to discover a fallen Marine **17**. The unfortunate soldier dropped a Sniper Rifle and a data pad; scan the pad for more intel.

MISSION 13 INTEL ACQUIRED (9/10)

SKULL 11 OF 13: TILT



Return to the side path you just ascended **16** and work at climbing the rocks on the right (as you descend the path). Climbing the rocks is tricky; you need to find places where you can just barely reach up and clamber to higher ground. A good starting point is the rock with the plantlife growing next to it, which is found near the top of the path, not far from the Forerunner barricade.



Climb to the top of the rocks to discover a Skull sitting on the edge of the flat rock up top. Snatch the Tilt Skull and then continue on with your mission.

* * *

THE ANSWER

Inquiring sentients want to know. This advanced SAW has a slightly lower rate of fire, but each projectile has a proximity-fused high explosive warhead.

The Forerunner Gateway is just ahead, and a downed Pelican lies right nearby **18**. Search the wreckage to find an array of powerful weapons, including Railguns, Battle Rifles, Assault Rifles, and a custom SAW called "The Answer." Another "The Answer" SAW lies atop the crates to the right, along with a DMR. A taxing battle looms, so grab your favorite weaponry and ensure that your team is armed to the teeth before advancing on the Gateway.

Mission 13: Genesis

Major Firefight: Gateway Approach

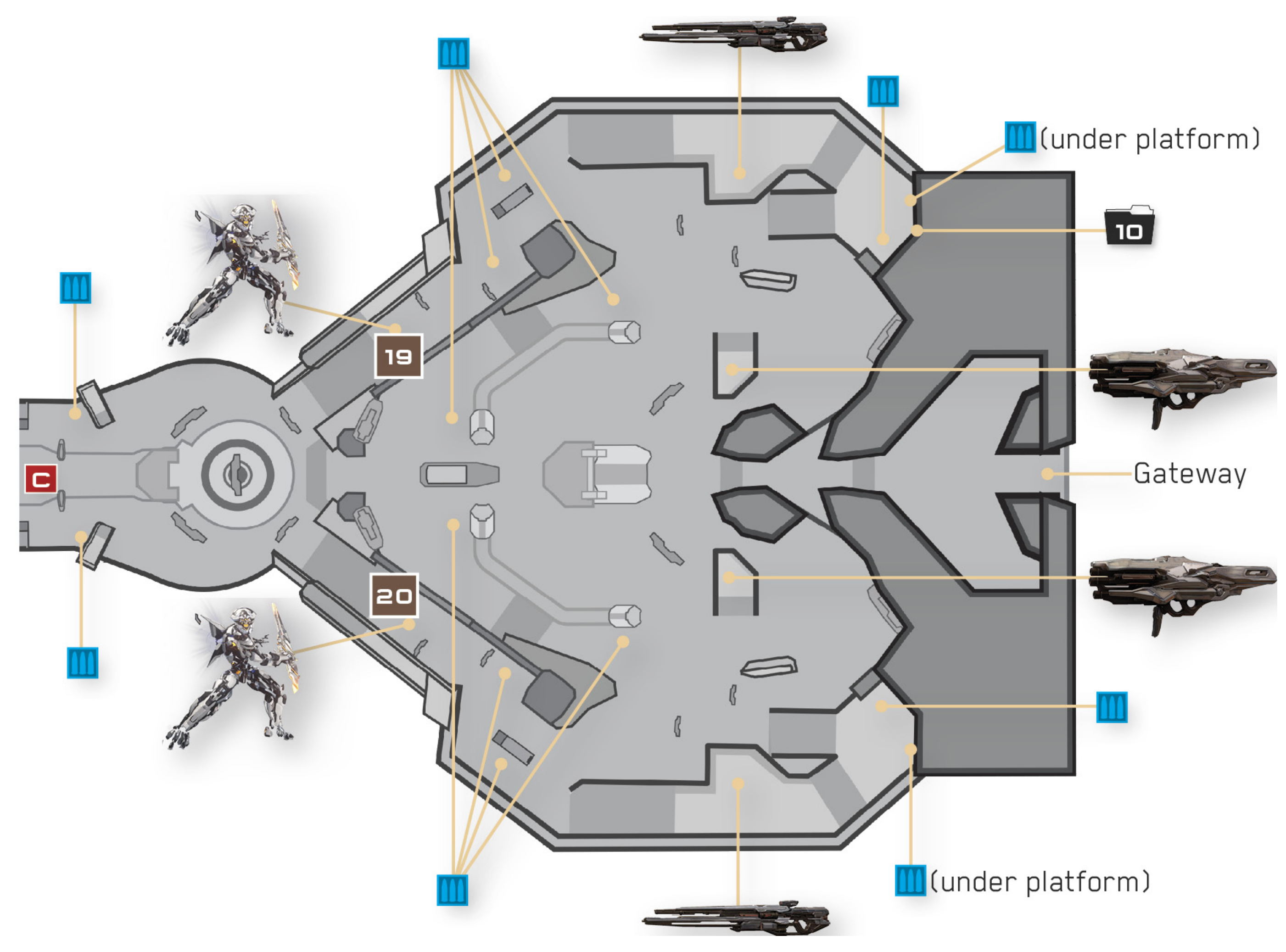
Reaching the Chief won't be easy, for the Gateway's spacious courtyard is defended by not one, but *two* Wardens Eternal. Additional hostiles include multiple Knights and Beam Turrets, and a host of vicious Crawlers. A Soldier Captain also bombards you with a Splinter Turret from the courtyard's center, while distant Soldier Snipers take shots at you from the compound's balconies. The battle ends after both Wardens have fallen—a task not easily met.

RECOMMENDED LOADOUT

Power weapons will serve you best in this intense and chaotic battle, and there are plenty near the downed Pelican to choose from. The custom SAW called "The Answer" is a fantastic weapon to grab, for it will quickly annihilate anything that moves into close or medium range. A powerful ranged weapon such as a Sniper Rifle, Railgun, or Spartan Laser pairs perfectly, for they'll help you cripple (and potentially kill) the Knights and Wardens from afar.

Checkpoint...
Buck

Blue Team is somewhere inside the Forerunner Gateway, but breaching the compound won't be easy. A towering Warden appears on the ramps on either side of the yard **19** **20**, and both quickly bombard you with devastating ranged attacks. Crawlers swarm forward as well; fall back and pepper them with The Answer, switching to a powerful ranged weapon, such as a Railgun or Sniper Rifle, to blast one of the Wardens at every chance.



Eventually, the Wardens fall back just far enough that sighting them becomes problematic. Eliminate any other threats that you can sight from afar before switching to The Answer and advancing on the Warden that you've been attacking. Scale the side ramps to confront the Wardens, then unload on the targeted Warden's face with The Answer the moment you enter medium range. See if you can bring down the Warden with sustained fire from The Answer, but fall back down the ramp to avoid incoming fire.

Checkpoint... done

TAKE IT SLOW

The Warden's ranged attacks are as devastating as ever. Fight a tactical battle, falling back down the entry ramp to avoid the Warden's slow-moving orbs. Thrust to one side to dodge its swift eye beams, and don't advance until you need to. You can also thrust at the last moment to avoid the Warden's orbs, but it's risky.

LIGHT 'EM UP

If you run out of ammo for ranged power weapons, take up one of the LightRifles near the entry point and continue to blast the Wardens from afar.

STAY ALIVE WITH REVIVE

There's a good chance that you or a teammate will fall during this final push toward the Gateway. Always be ready to revive a teammate, and don't hesitate to ask for help if you're suddenly brought down. Fight hard but fight smart as you work at defeating both Wardens and securing the Gateway.

Defeating the first Warden causes more hostiles to spawn, including more Knights and Crawlers. Fall back to the entry ramp at this point and consider returning to the downed Pelican for more ammo. Allow the Knights to advance, and wipe them all out before moving on the remaining Warden.

Vale
Tanaka
Buck
Checkpoint... done

The remaining Warden may very well rush you at this point. Be ready with The Answer if it does, and look to flank it with the help of your team. If the Warden doesn't rush you, simply remain tactical, picking shots at foes from afar and advancing on the Warden when you feel it's safe to do so.

//FORERUNNER MONITOR
EXUBERANT WITNESS

The battle ends the instant the second Warden falls. Take a moment to catch your breath and bask in the glory of your accomplishment. The Chief awaits inside the Gateway, but before you enter, scale the ramp to the left of the structure's front door. Scan the Forerunner console you discover up there for one last piece of intel, then enter the Gateway to at last catch up to the Chief.

THE MASTER CHIEF
Checkpoint...

MISSION 13 INTEL ACQUIRED (10/10)

LEGENDARY STRATEGY

Advancing on the Wardens is extremely dangerous during Legendary play. Do so to trigger the arrival of reinforcements, then immediately fall back and defeat them from a safe range, starting with the Soldier Captain that bombards you with Splinter Turret fire. Wipe out any advancing Crawlers and Knights as well, then press forward again when the enemy numbers dwindle. Work at defeating one of the Wardens with The Answer, which remains a highly effective weapon on Legendary. You'll probably want to grab the Incineration Cannons near the center of the compound at some point; their charged shots will help you wipe out the Wardens as well.

ADDITIONAL AMMO

Though it's risky, you can advance along the outer ramps to reach two sniper perches. Each is stocked with a Binary Rifle, which can spell disaster for the constructs. There are two Incendiary Cannons on either side of the central area where the Soldier Captain appears. Like the Binary Rifles, these are high-risk, high-reward weapons to acquire during the battle.

Mission 14: The Breaking

Mission Briefing

"If there is no trouble, there will be no need for discipline."

Having successfully breached the Forerunner Gateway, Fireteam Osiris finally catches up with Blue Team. No blows are thrown during this reunion, for Locke no longer seeks to apprehend the Chief—instead, Osiris intends to help Blue Team in their effort to reach Cortana. Fearing that Osiris will turn the Chief against her, Cortana whisks Blue Team away to another section of the Gateway—an act that enrages the Warden Eternal, who has nothing but distrust and contempt for humanity.

Cortana believes that the Guardians are the key to restoring peace in the galaxy—but her vision is of a forced peace that allows little room for liberty. As you've already witnessed on Meridian and Sanghelios, the threat posed by the Guardians is very real. Find a way to reach Cortana and stop her. Humanity's fate hinges on your success.

Enemies Encountered

CRAWLER

KNIGHT

SOLDIER

WARDEN ETERNAL

WATCHER

Special Weapons Acquired

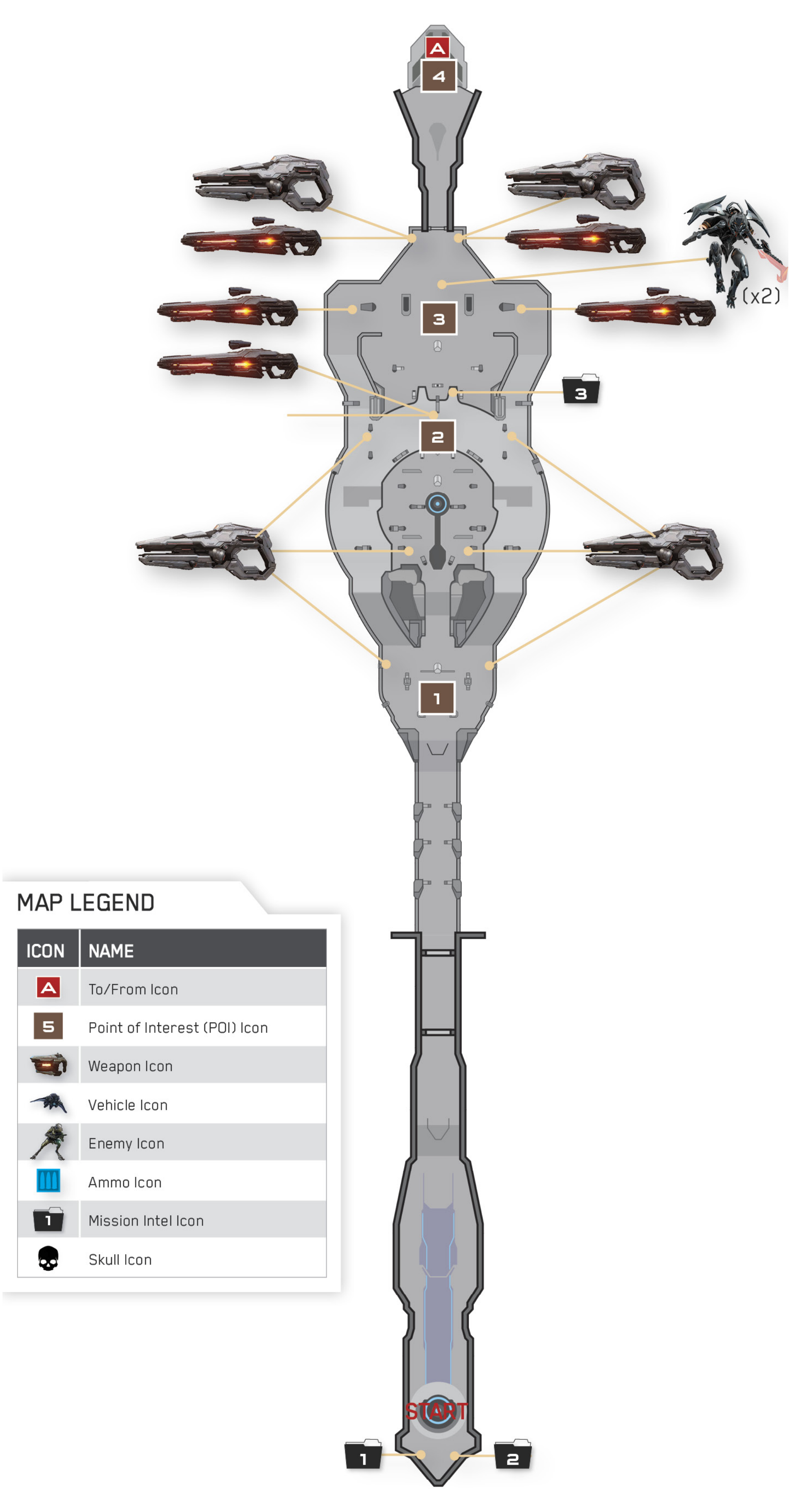
DIDACT'S SIGNET

HALO 5 GUARDIANS

CAMPAIGN WALKTHROUGH

Mission 14: The Breaking

Getting the Band Back Together



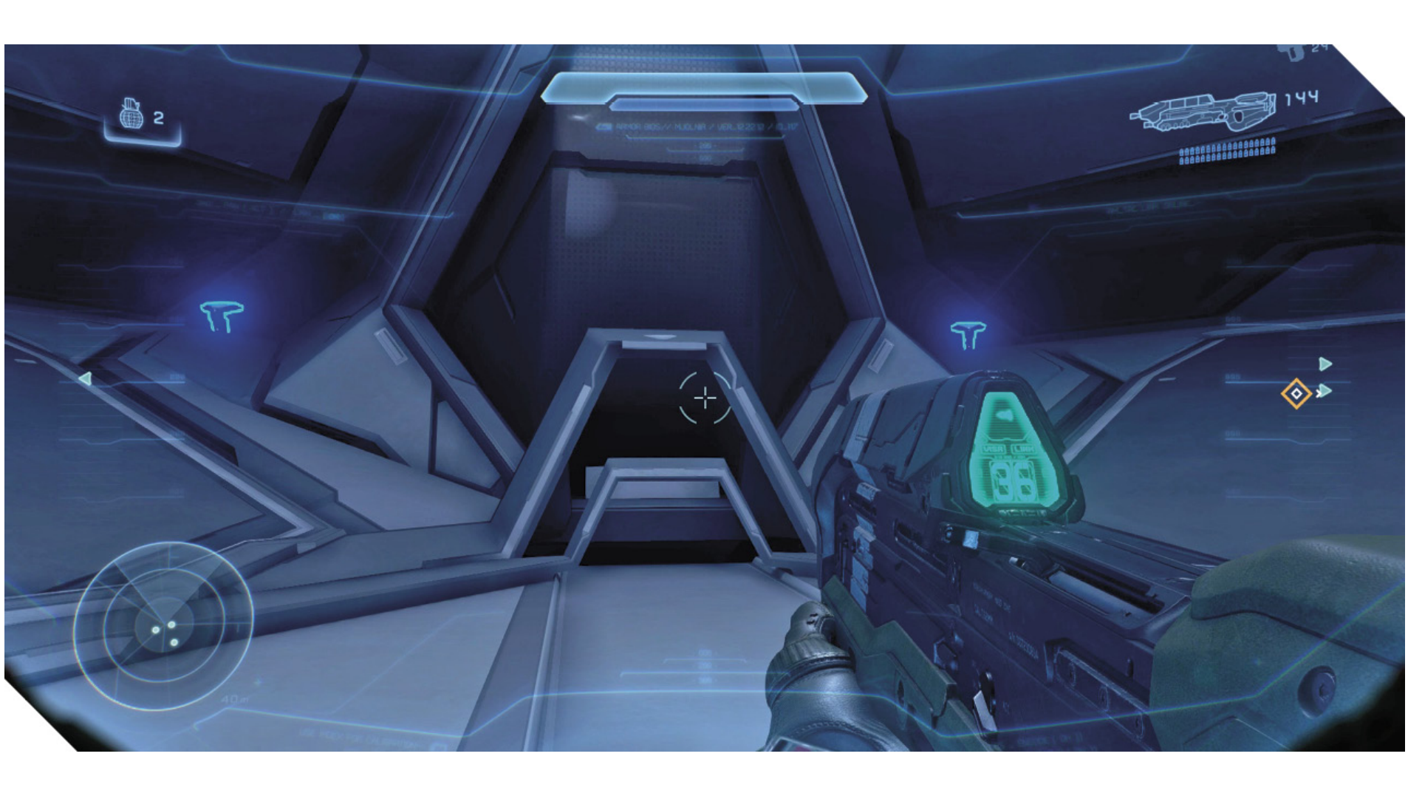
MAP LEGEND

ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
	Ammo Icon
1	Mission Intel Icon
	Skull Icon

OBJECTIVE: REACH CORTANA

You've got to reach Cortana if you're to have any chance at reasoning with her, but the Warden stands in your way. Fortunately, Cortana intervenes and swiftly dismisses the Warden, then asks that you hurry and find her.

But before doing so, turn around and scan two Forerunner consoles for two pieces of intel.



MISSION 14 INTEL ACQUIRED (1/5) (2/5)

Despite Cortana's insistence that the Warden leave you alone, the tyrant summons a host of Crawlers to assault you in the spacious area beyond the first hall 1. Lay waste to these lowly foes, swapping your Assault Rifle for a Suppressor when its ammo runs low. Consider giving other Suppressors to your teammates.

Advance up the side ramps until the Warden spawns more Crawlers, along with several Soldiers and a few Watchers 2. Cut down the closest Crawlers, then fix your sights on the hovering Watchers. Destroy both Watchers before directing your fire at the Soldiers. Split up your team and attack from both sides of the area to flank the enemies in the middle.

More hostiles materialize as you near the far end of the room, including a Soldier Captain and two fearsome Knights 3. Hurl grenades down at them as you move to flank them, firing from all sides. Make use of the additional Suppressors and LightRifles found in three supply stations around the Knights' spawning site. Stronger arms would be ideal against the Knights, but you have plenty of firepower to get the job done here, especially if you give Forerunner weaponry to your team.

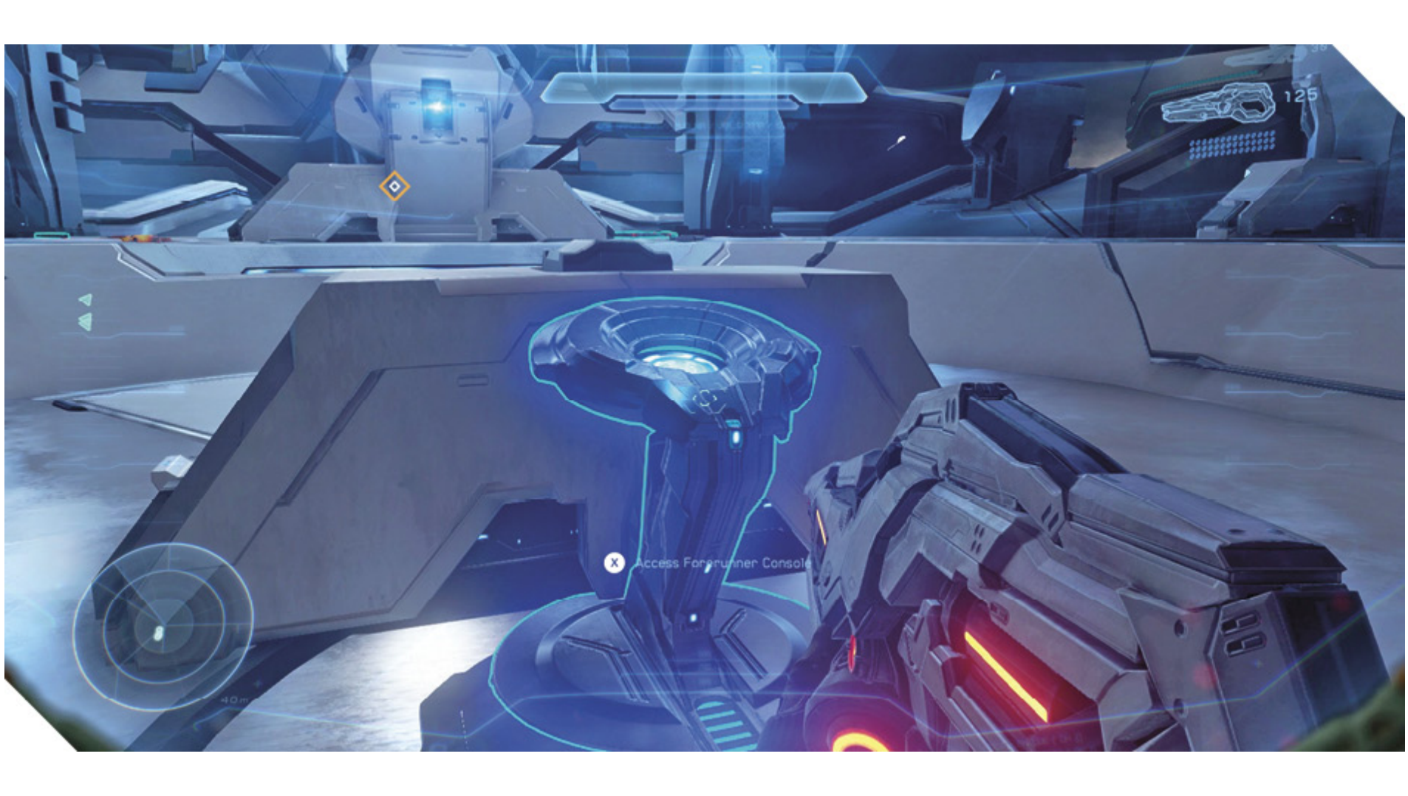
ACHIEVEMENT: HARBINGER

If you're playing on Legendary difficulty, you can earn a special Achievement in this mission. The objective is simple, but far from easy: You must beat the mission on Legendary without ever allowing your whole team to die. It's OK if a Spartan falls and is revived, but you forfeit your chances of earning this Achievement if Blue Team goes down, or if you choose to restart from a previous checkpoint. Should either occur, you'll need to begin the mission anew and try again. Fortunately, the mission isn't long, and Blue Team's shields are quick to recover. Stick close together, be quick to revive fallen comrades, and use the Legendary Strategy tips found in this walkthrough to help you earn this arduous Achievement.

LEGENDARY STRATEGY

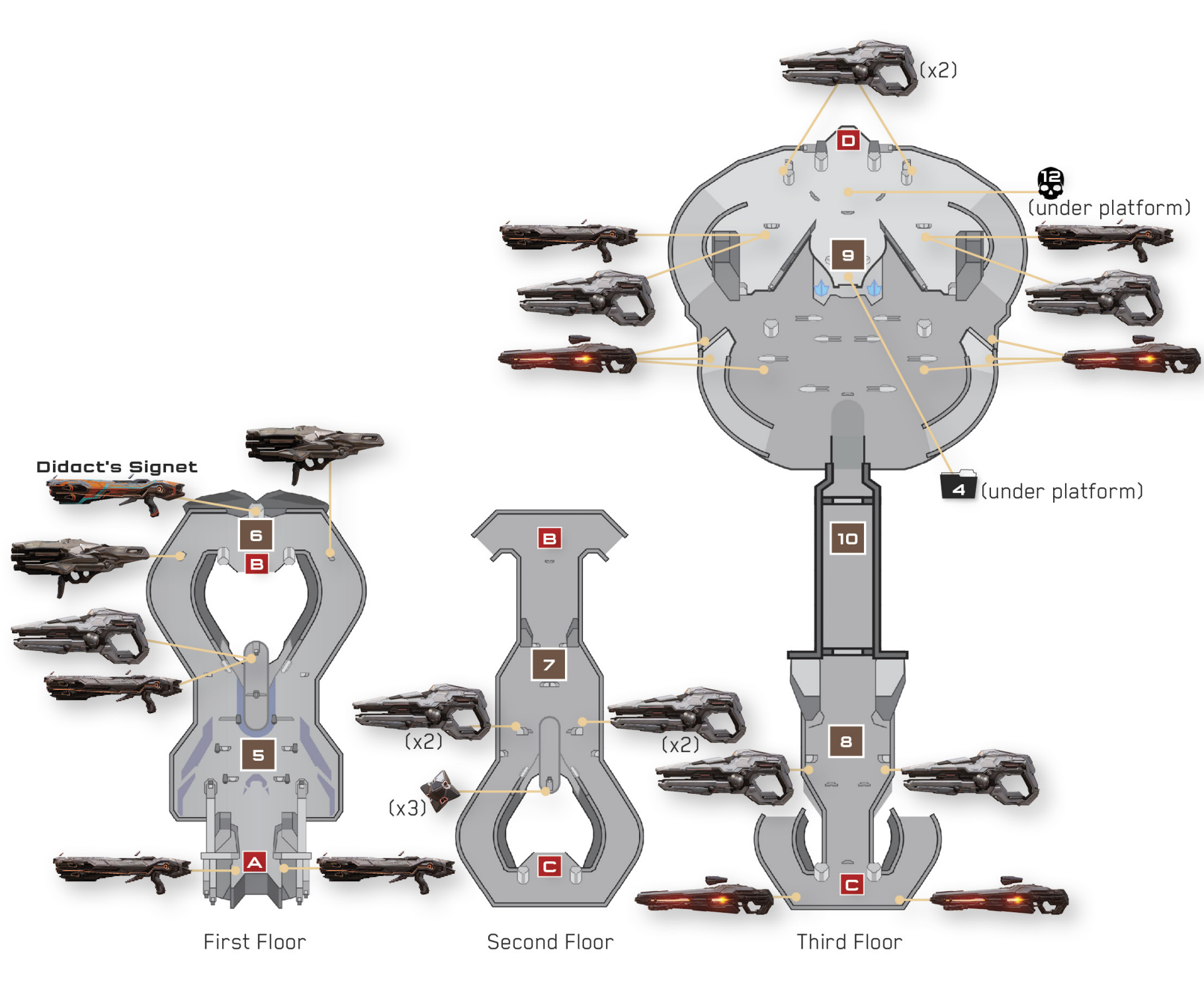
Advance slowly and cautiously in this battle during Legendary play, keeping close to cover at all times. Switch to Forerunner weaponry as soon as possible and be sure to give Forerunner weapons to your team as well. Cripple the constructs with a hails of Suppressor and Boltshot fire, then switch to a LightRifle or Chief's starting Magnum to finish off the wounded with headshots. Be sure to collect the Incineration Cannons that the Knights leave behind.

A nearby door opens after the Knights have been neutralized. Consider grabbing one of the Incineration Cannons dropped by the Knights, or give them both to your teammates and restock your LightRifle/Suppressor ammo. Take a moment to scan the nearby Forerunner console for new intel before proceeding through the door.



MISSION 14 INTEL ACQUIRED (3/5)

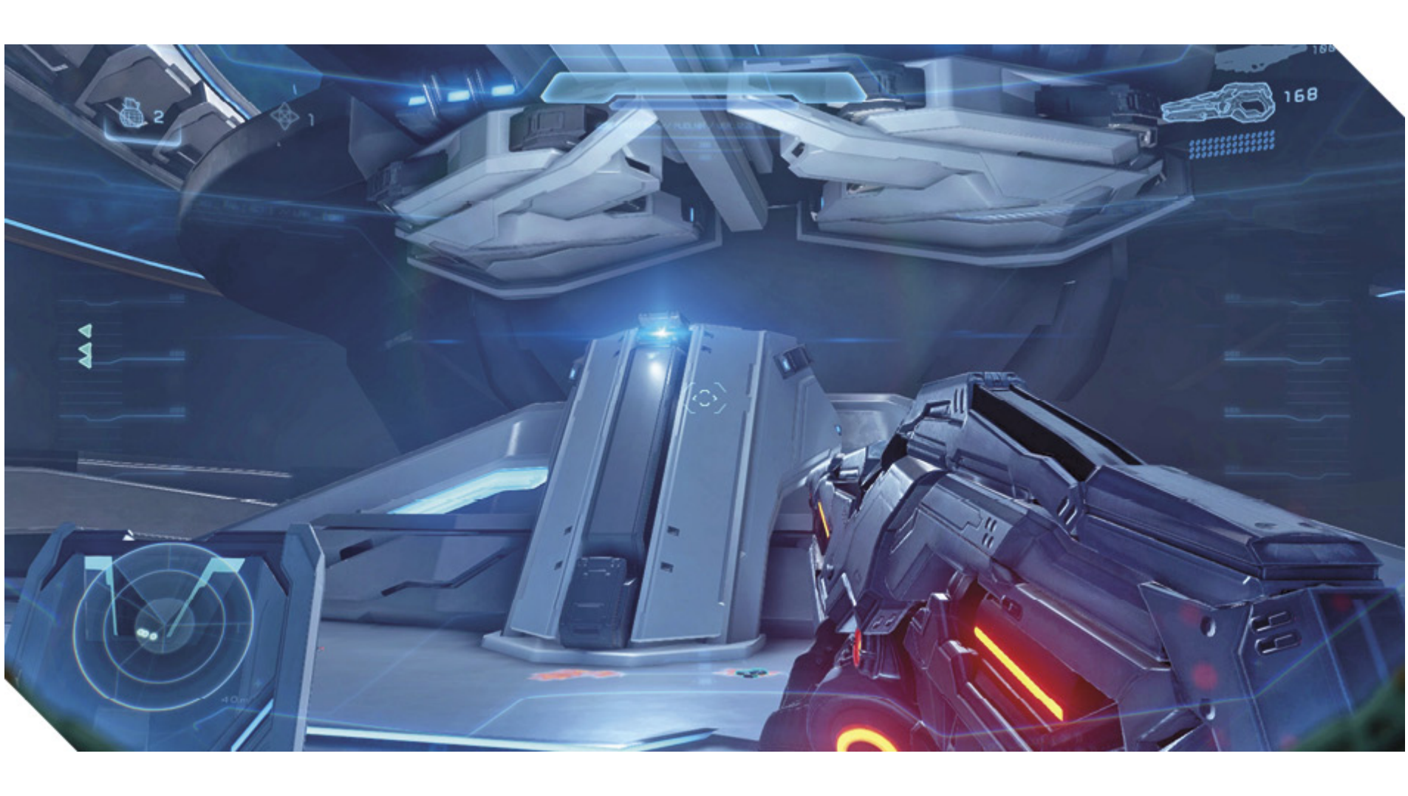
A large lift lies beyond the door 4. Move forward until the lift begins to transport you through the Gateway's murky ether. Cortana contacts you again as you go, but she still can't be reasoned with. You've got to find some way of gaining her undivided attention.



The lift delivers you to a new section of the Gateway, where the Warden spawns more constructs to challenge you 5. Snatch a Scattershot off the nearby weapon racks and annihilate the advancing Crawlers. Two Soldier Captains bombard you with Splinter Turret fire from the ramps farther ahead; blast the Captains with a LightRifle or Incineration Cannon to bring them down fast.

Pick up one of the Splinter turrets dropped by a Soldier Captain after the battle, then advance to find two Incineration Cannons stocked in weapon racks on either side of the room's far ramp 6. Grab or give away the Incineration Cannons, then scale the ramp to reach the room's second level, where more Crawlers spawn 7. Annihilate them with your Splinter Turret as you continue your ascent, but don't advance afterward.

Instead, turn around and descend the ramp you've just scaled as if you were heading back to the Incineration Cannons. After descending the ramp, carefully climb onto the machinery in front of you to discover a hidden weapon called Didact's Signet. Grab this mighty firearm, but try to save it for the mission's final battle.



Two Beam Turrets and two Soldier Captains armed with Scattershots materialize as you near the door at the top of the area 8. Immediately take cover behind the Forerunner barricades and unleash your Suppressor or Scattershot against the advancing Captains (the Scattershot is ideal). Once they're down, carefully pick shots at the Beam Turrets to destroy them as well. Try to destroy the turrets with smaller arms, conserving your Incineration Cannon ammo for the next battle, which occurs beyond the door ahead.

LEGENDARY STRATEGY

If you've given your team Incineration Cannons, mark the Beam Turrets as priority targets so they'll destroy them right away. If you've kept the Incineration Cannons for yourself, mark the Soldier Captains as priority targets and allow Blue Team to battle them while you blast the Beam Turrets with Incineration Cannon fire.

ALTERNATE APPROACH

If sticking to the entry tunnel isn't working for you, try rushing forward while the Warden is being dismissed by Cortana. You have just enough time to sprint to the area beneath the Warden's platform 9, which gives you the drop on the Snipers and one of the Soldier Captains. Defend this position until you feel it's safe to advance up one of the side ramps.

LEGENDARY STRATEGY

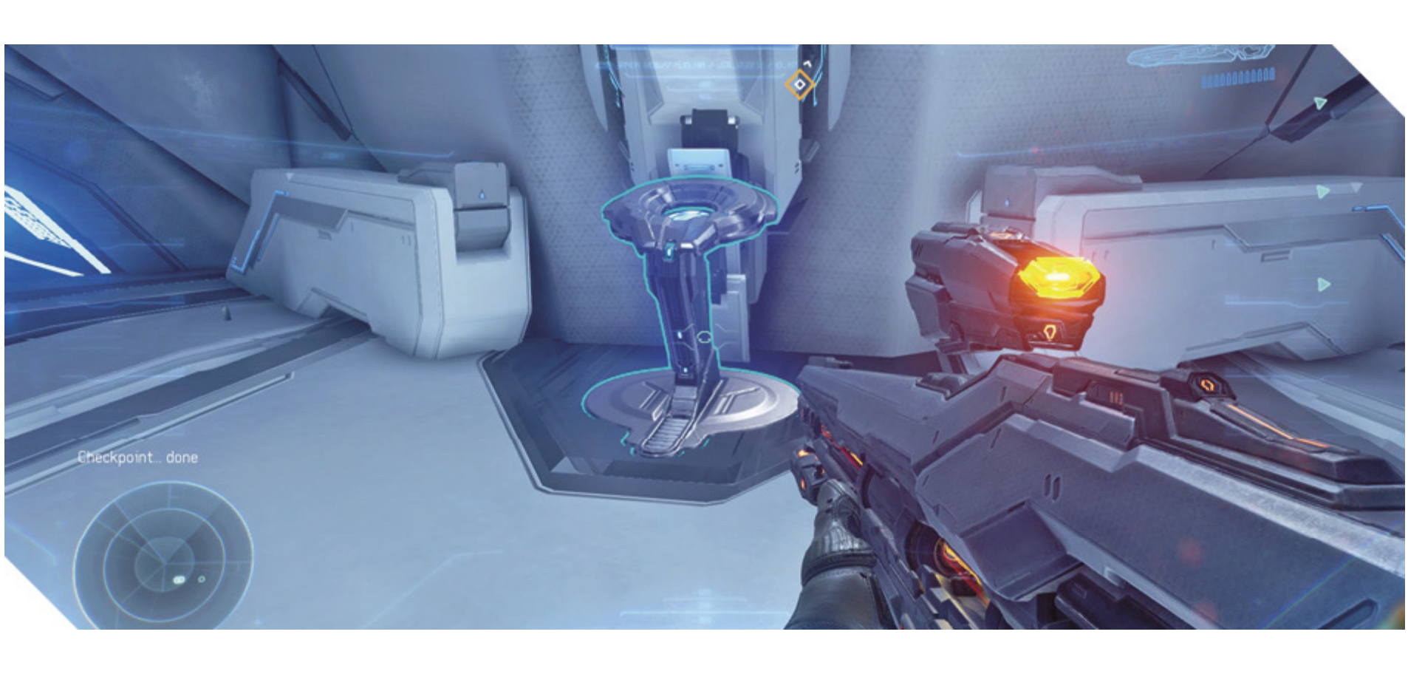
The Soldier Snipers are your greatest threats here on Legendary difficulty. Their Binary Rifles are lethal, and they leave nothing for your teammates to revive. Being deleted by a Binary Rifle ends your chances at earning the Harbinger Achievement, so look for those laser sights, and thrust or fall back whenever they mark you. Prioritize the Snipers, striving to eliminate both of them with LightRifle headshots or Incineration Cannon blasts before turning your focus to the Soldier Captains.

DIDACT'S SIGNET

Made by the Didact's own hand to reward his most elite Prometheans, this advanced Scattershot fires fast-moving, long-range projectiles with stronger homing behavior after ricochets.

The Warden appears in the spacious area beyond the door 9, but Cortana dismisses the villain once again, leaving you to deal with the Soldiers and Crawlers that the Warden has spawned. Remain in the entry tunnel 10 to avoid being shelled by the three Soldier Captains armed with Splinter Turrets. Return fire with a LightRifle or Incineration Cannon, aiming to eliminate the two Soldier Snipers that sight you from behind the glowing shields beneath the Warden's platform 9. Target the Watchers next, followed by the Soldier Captains.

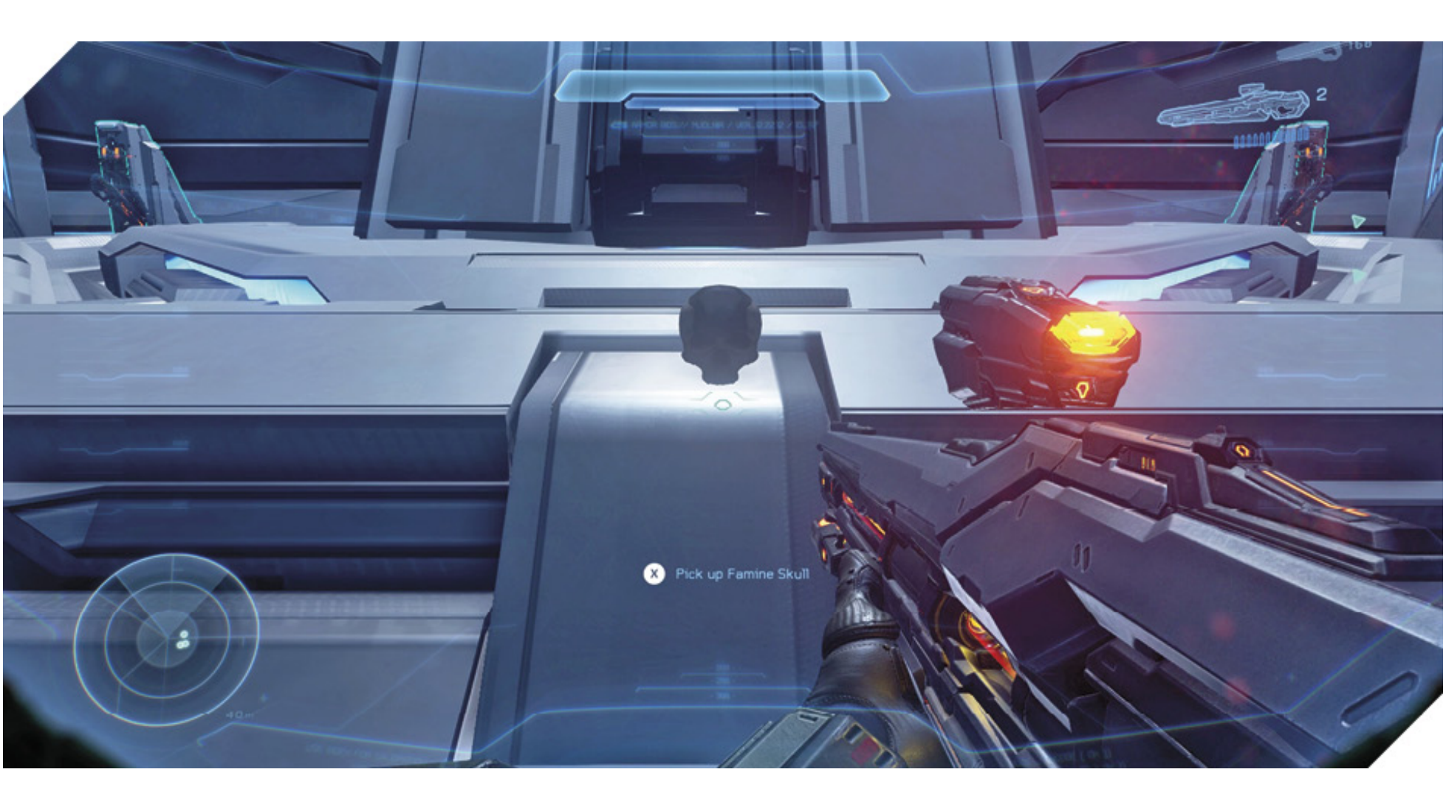
Advance after dropping the Snipers and Captains, moving to secure the vicinity. Don't scale the side ramps to reach higher ground just yet, but search the low area between the ramps to discover another Forerunner console tucked away in a nook. Scan it for more intel.



MISSION 14 INTEL ACQUIRED (4/5)

Move up the ramps after scanning the console, flanking the Soldiers on the higher ground. Fight until the last construct falls, then ammo up before following your objective to another lift platform. Move to its end, and Cortana will start the lift in motion, delivering you to another new area.

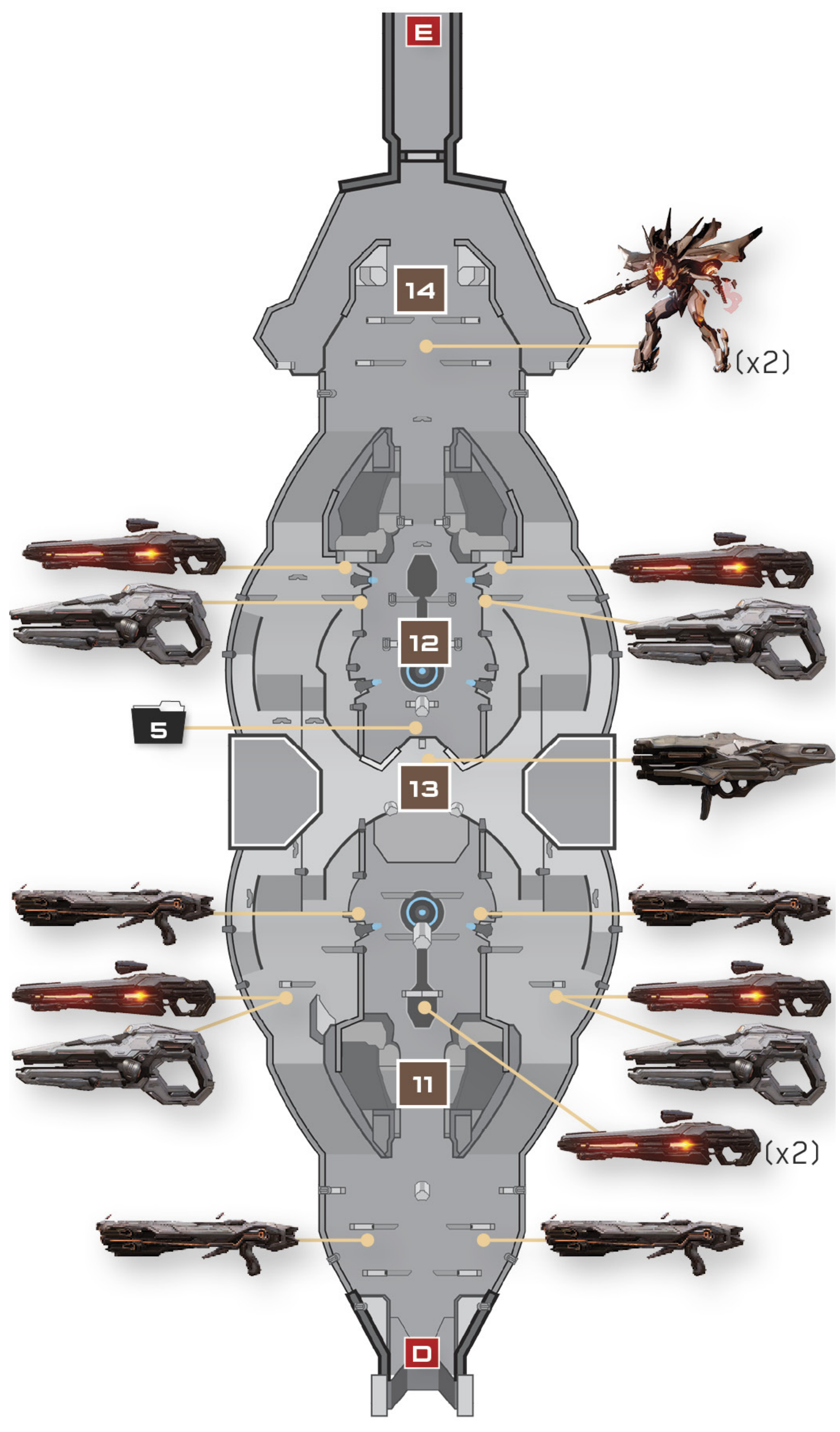
SKULL 12 OF 13: FAMINE



This Skull is a gimme. Just check the area beneath the Warden's platform 9 and behind the Forerunner console to discover the Famine Skull sitting there, waiting to be claimed.

Mission 14: The Breaking

Major Firefight: The Warden's Horde



The lift ferries Blue Team to an even higher section of the Gateway, where the Warden stages his biggest attack yet. Fight through multiple waves of constructs as you press toward the far door. The Knights and Soldier Snipers that appear near the end are extremely dangerous and must be approached with great caution. Never hesitate to fall back if things become dicey, or if you simply need a bit more ammo for your favorite firearm.

RECOMMENDED LOADOUT

The Binary Rifles dropped by the previous battle's Soldier Snipers are excellent power weapons to carry into this battle—use them to quickly cut down the hardened targets you face at first. Incineration Cannons are also excellent for bringing down the Knights, and you can find more of them during the fight. A well-stocked LightRifle, Scattershot, or Suppressor serves as an effective backup to your power weapon.

You're making progress, but the Warden is persistent. It summons many more Soldiers to thwart you as you step off the lift platform, including two Captains armed with deadly Splinter Turrets **11**. Two lethal Beam Turrets materialize farther ahead, adding to the threat. If you still have ammo for an Incineration Cannon, fire charged shots at the Beam Turrets and Captains to bring them down fast.

LEGENDARY STRATEGY

It's important to find angles on the constructs in this battle during Legendary play. Avoid the middle ground and move around the area's side walkways, flanking the enemy and reducing your exposure to foes on the opposing walkway. This is especially important when advancing on the Knights; neutralize the Soldier Snipers and Knight on one side of the area, then fall back, loop around, and do the same over on the other side.

More Prometheans materialize as you press forward. Crawlers spawn on the central low ground **12**, while Soldier Captains armed with LightRifles and Scattershots appear on the right and left walkways. Use the Splinter Turrets dropped by the previous Soldier Captains to cripple these foes, then mop them up with smaller arms. Resist the urge to use the Incineration Cannon that's stored near the central lookout **13**, because more powerful hostiles lurk even farther ahead.

FLYING SPARTANS

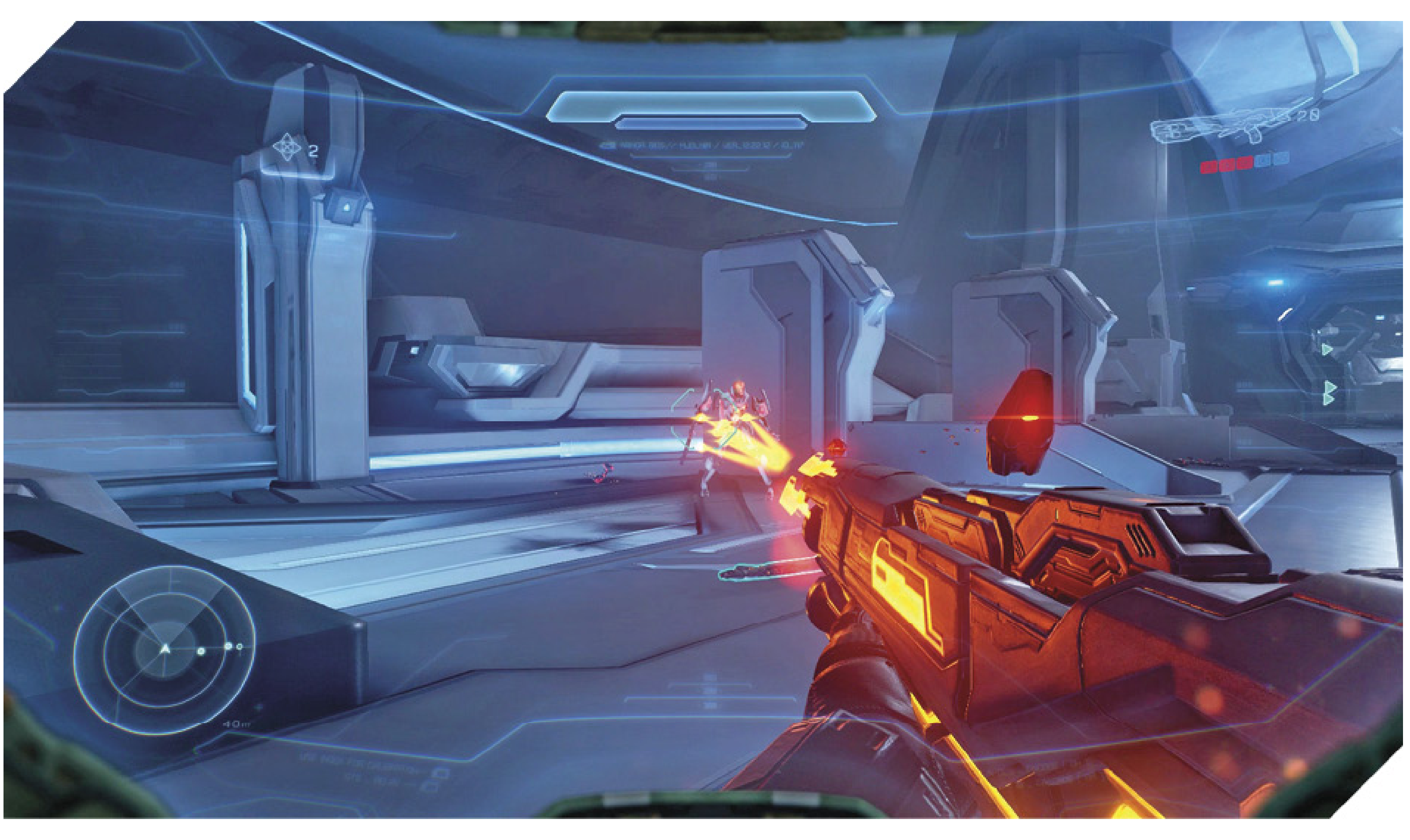
Use the accelerator pads to zip over the central low ground **12**. They'll help you flank the enemy and escape from dangerous situations. If you're feeling bold, try performing Ground Pounds in mid-flight!

Farther ahead, the Warden summons two Knights and several Soldier Snipers to defend the far door **14**. Grab the Incineration Cannon docked at the central lookout **13**, charge up shots while behind cover, then pop out and blast the Knights before ducking back to safety. Wipe out both Knights with the Incineration Cannon, then turn your attention to picking off the Snipers with a LightRifle.

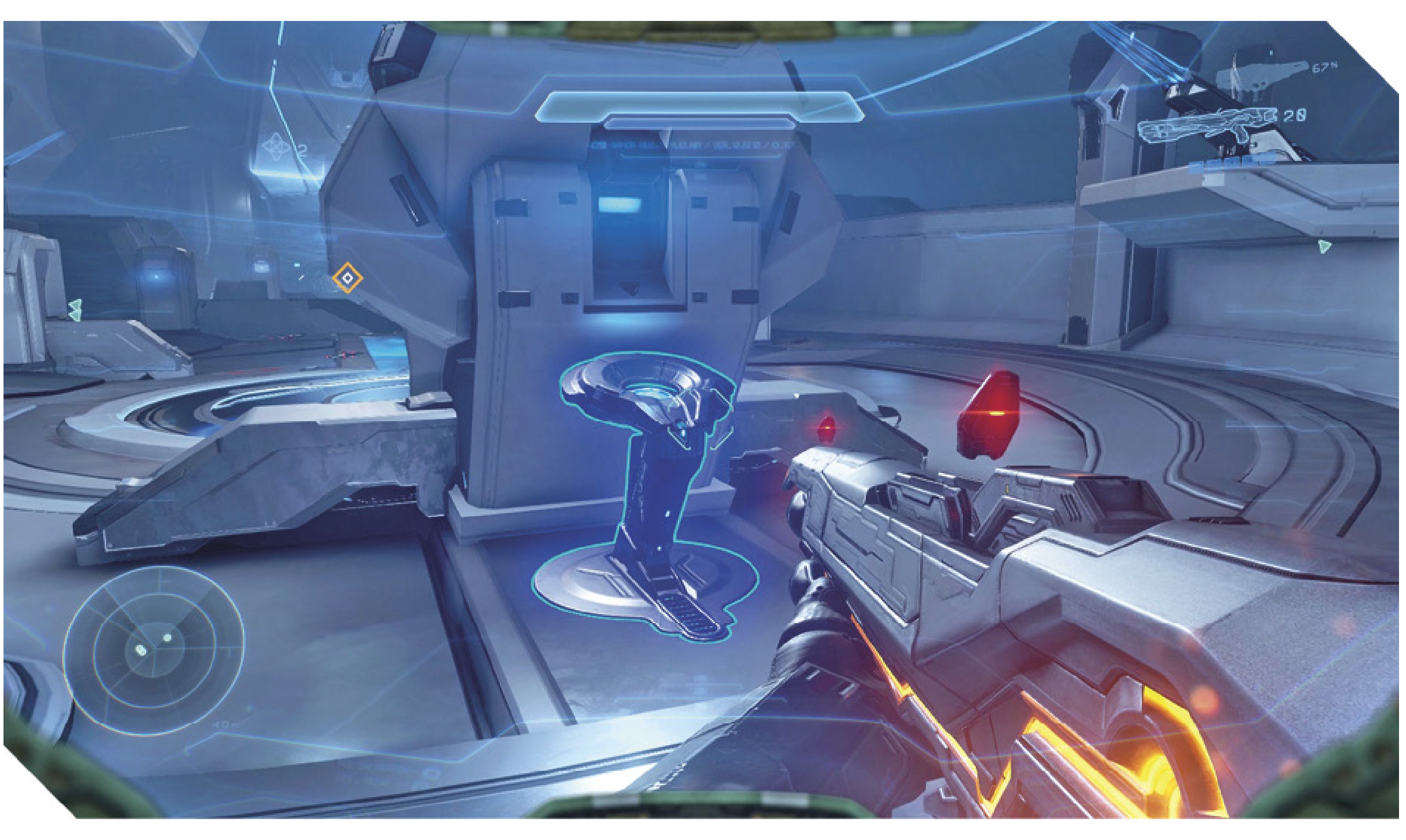
LEGENDARY STRATEGY

As before, the Soldier Snipers armed with Binary Rifles are deadly threats when playing on Legendary. There are six Snipers, but only four of them wield Binary Rifles. Keep track of them and kill them first, then work at bringing down the Knights. Remember: Being deleted by a Binary Rifle spoils your chances of earning the Harbinger Achievement.

The mayhem doesn't end after the Knights fall. Instead, a few more Soldier Captains spawn into the area. These wield Scattershots and will try to rush you by phasing into close quarters. Fall back to avoid being overwhelmed, and unload to halt their advance.



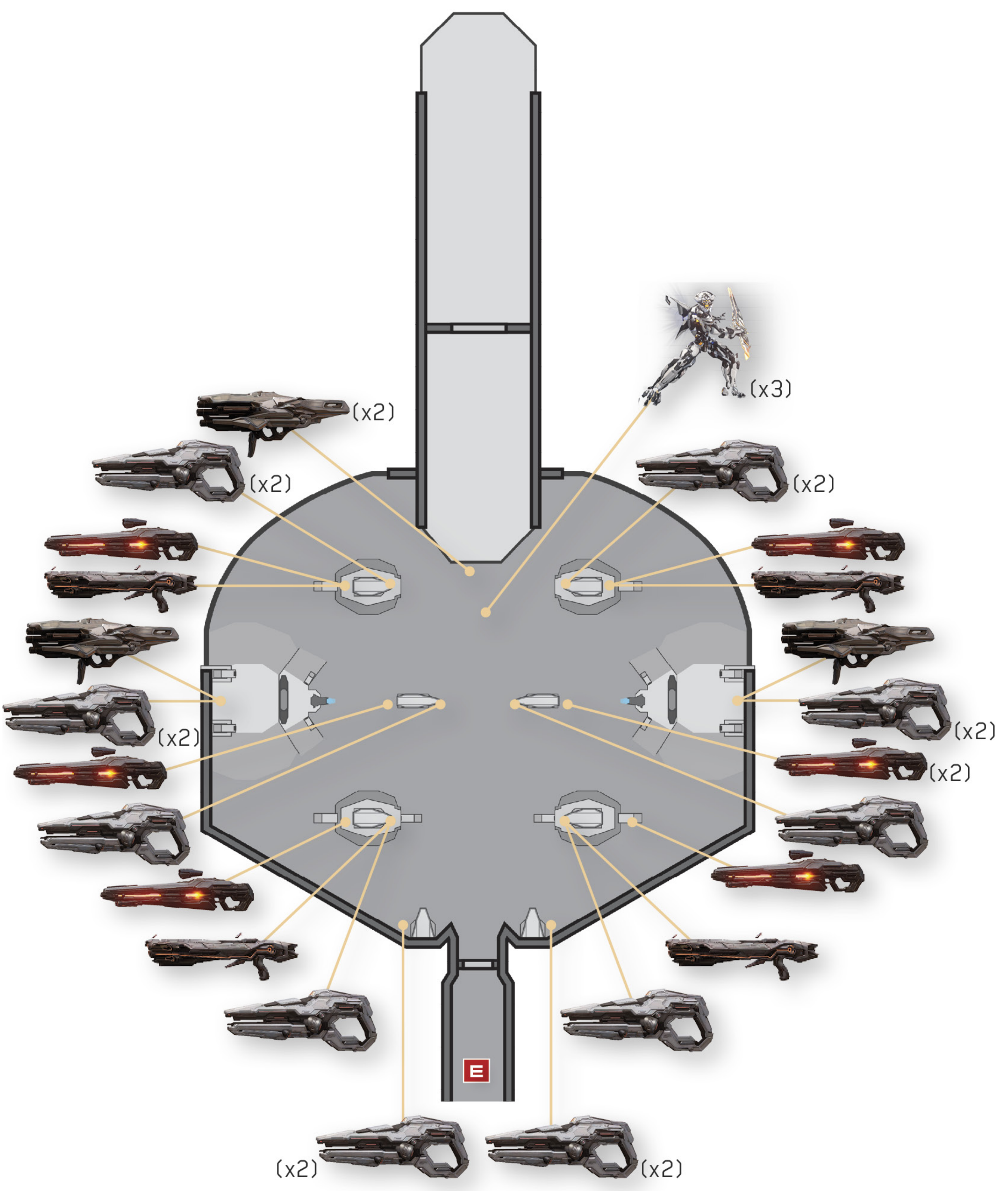
The far door opens after the final construct falls. Before heading through, backtrack a bit and locate a Forerunner console in the low ground between the accelerator pads **12**. Scan it to unlock the mission's final bit of intel, then continue moving toward your objective.



MISSION 14 INTEL ACQUIRED (5/5)

Mission 14: The Breaking

Major Firefight: Warden's Last Stand



The Spartans' repeated victories have driven the Warden to extreme measures. With Blue Team drawing close to Cortana, the Warden's hand is forced. In this mission's final battle, you face not one, not two, but *three* Wardens Eternal all at once. The combat area is spacious, but there's nowhere to hide: All three Wardens must be defeated to clear the way to Cortana.

RECOMMENDED LOADOUT

The Incineration Cannons and Binary Rifles dropped by the previous battle's Knights and Soldier Snipers are ideal firearms to bring into this high-stakes fight. Ensure that your whole team is wielding one or the other. Depending on your play style, a fully stocked LightRifle or Scattershot can function as a solid backup. Scattershots are especially effective if you're good at thrust-dodging and blasting the Wardens' backs, while the Binary Rifles and Incineration Cannons are ideal for battering the Wardens from afar.

LEGENDARY STRATEGY

Pat yourself on the back if you've come this far on Legendary without your team ever dying—then immediately put your game face back on. Three Legendary Wardens is a tall order for anyone to overcome, and doing so with your Harbinger Achievement intact is challenging in the extreme. Exploit the spacious battle arena by spreading your team out—this prevents the Wardens from ganging up on you, which is deadly. Keep close to cover at all times, for on Legendary, the Wardens' ranged attacks are fatal. Thrust to avoid being hit by them, and use the accelerator pads to give the Wardens the slip. Exploit all of the available power weapons to pile on the damage. Be ready to revive fallen comrades at any moment, but go on the defensive if a teammate dies, striving to survive until your fallen comrade(s) respawn.

Three Wardens at once? Madness! Even the odds by marking the advancing Warden as a priority target and concentrating Blue Team's power weapon fire to bring it down as quickly as possible. Move toward one of the side platforms as you fire on the Warden, setting yourself up to collect an Incineration Cannon to replace your current power weapon when it runs out of ammo.

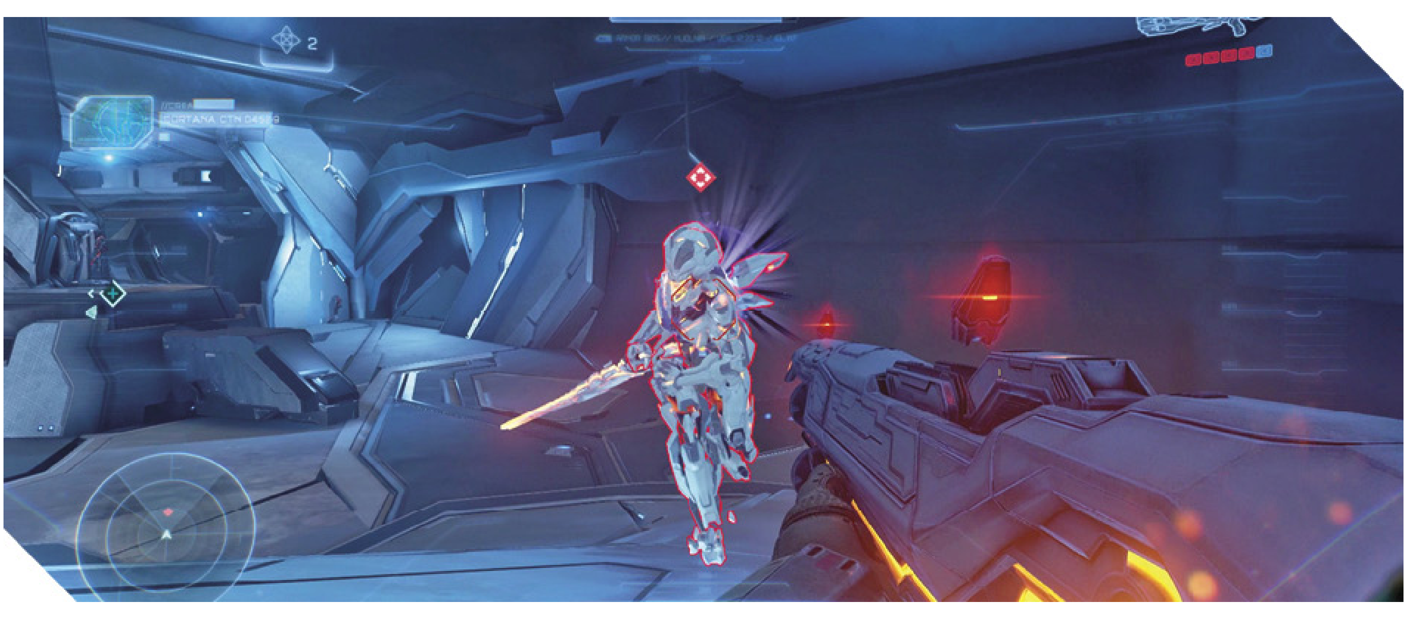
CORTANA CTN 0452-9
2
Frederic
Linda

TAKING A POUNDING

If you're feeling daring, try soaring from the accelerator pads near the Incineration Cannon platforms and then performing Ground Pounds on the Wardens. You can also use a Ground Pound to land atop the central pillars, but those areas are considered out of bounds, and you'll be given 10 seconds to drop down and return to the battle.

When the first Warden goes down, the other two become more aggressive. Mark one as a priority target for Blue Team and try to lure it away from the other Warden. Stick close to your comrades so you can revive one another each time a Warden lands a devastating blow.

When you run out of Incineration Cannon ammo, rely on a Scattershot and LightRifle to get the job done. Use the LightRifle to pick shots at the Wardens from afar and the Scattershot to blast their faces each time they charge. Stagger the Warden with a Scattershot blast to the face, then thrust behind it and unload on its vulnerable back core. If you're lucky, you'll repeatedly stagger the Warden and defeat it in short order.



ACHIEVEMENT: PRISON BREAK

When playing with Co-op friends on Heroic or Legendary difficulty, coordinate with your teammates and work at defeating two Wardens simultaneously—success will earn you an Achievement. Each Warden's death throes last several seconds; defeat another Warden within this brief window to earn the Achievement. If you're having trouble, try teaming up to wipe out the first Warden, then split up and battle the last two simultaneously.

When only one Warden remains, the monster spawns Beam Turrets to blast you from the room's far side. Fall back from them and keep close to cover as you work at defeating the remaining Warden. The Beam Turrets will vanish after the last Warden falls, so simply avoid them as you concentrate fire on the Warden Eternal. Don't relent until the tyrant is undone.

Kelly
Linda

A ramp appears in the back of the room after all three Wardens have been defeated, and Cortana invites you to advance. Scale the ramp to finally catch up to the troublesome AI. Sadly, despite the Master Chief's pleas, Cortana can't be reasoned with. She places Blue Team in stasis, trapping them within a spherical structure known as the Cryptum.

Mission 15: Guardians

Mission Briefing

"Humanity may not have cared for its created, but we will care for you."

Despite all his efforts, the Master Chief has failed in convincing Cortana to stand down. The AI is driven to mobilize the Guardians and take up the Mantle of Responsibility, and no amount of reasoning will stop her. With Blue Team still trapped inside the Gateway, the scene shifts to Fireteam Osiris, who must battle their way to the compound's core and rescue Blue Team before it's too late.

Blue Team is being held in the heart of the Gateway. Cortana is there as well. Do whatever it takes to rescue Blue Team and stop Cortana from unleashing the Guardians she has summoned here.

Enemies Encountered

CRAWLER

ELITE

GRUNT

HUNTER

JACKAL

KNIGHT

SOLDIER

WATCHER

Vehicles Encountered

GHOST

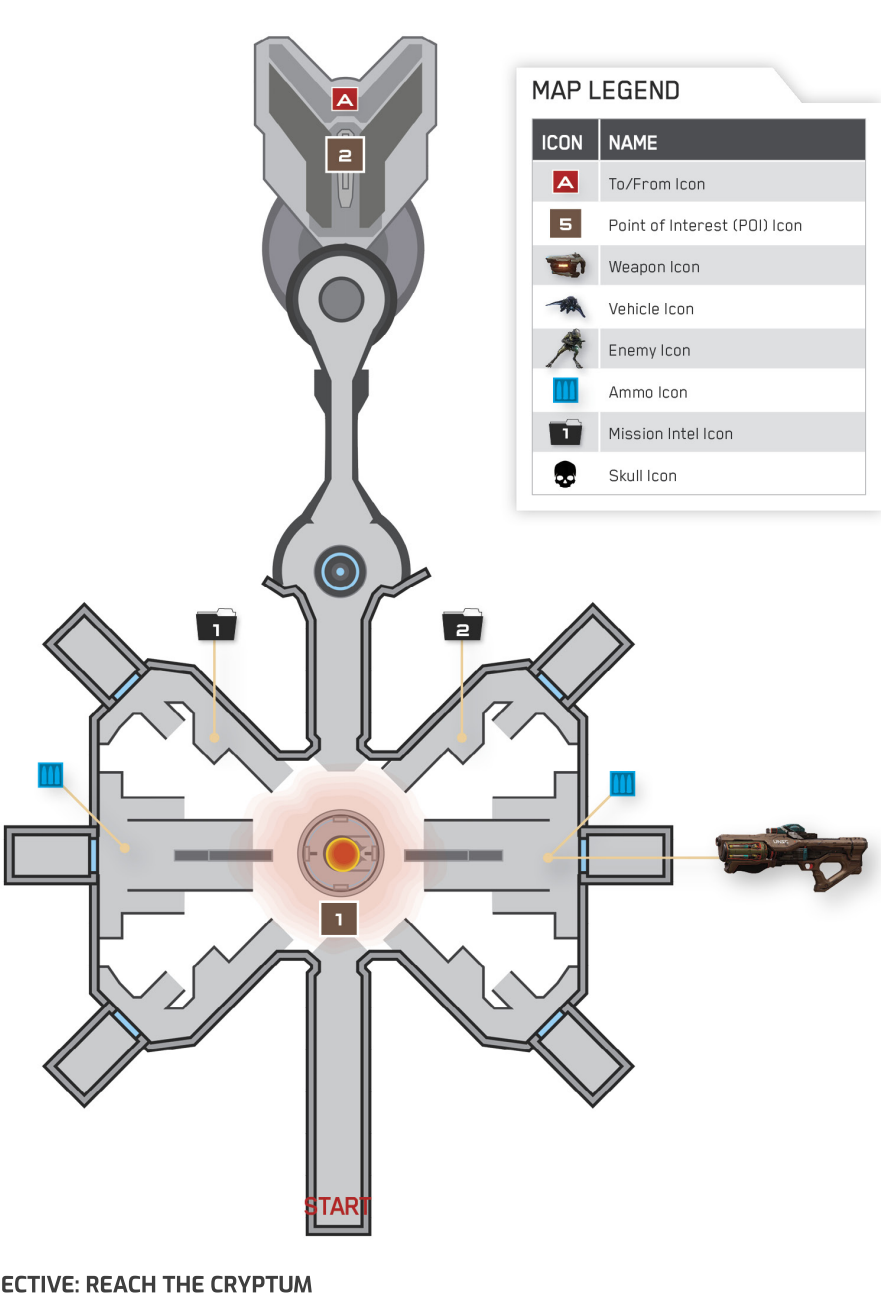
MANTIS

MONGOOSE

PHANTOM

Mission 15: Guardians

Leave No Spartan Behind

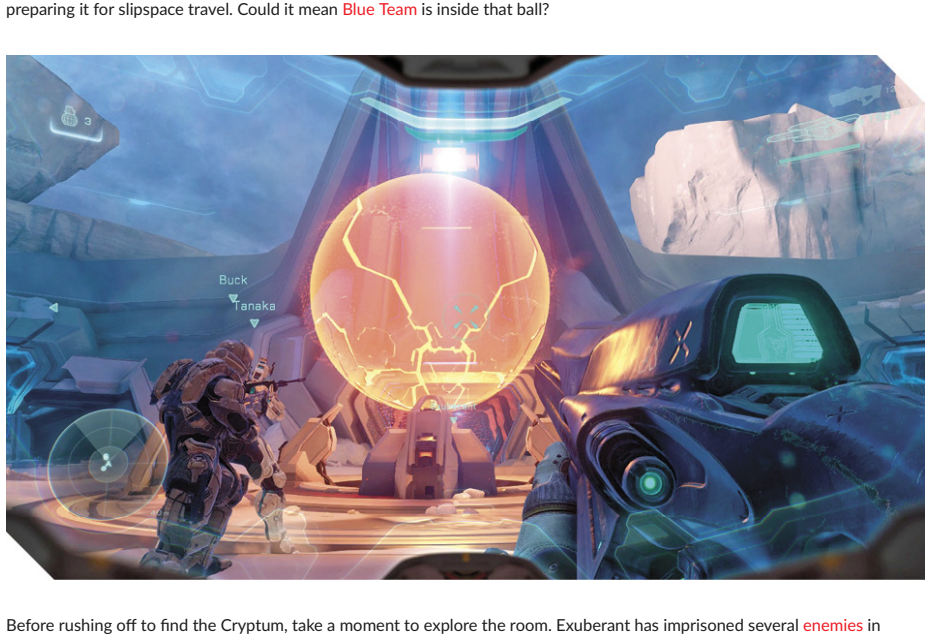


MAP LEGEND

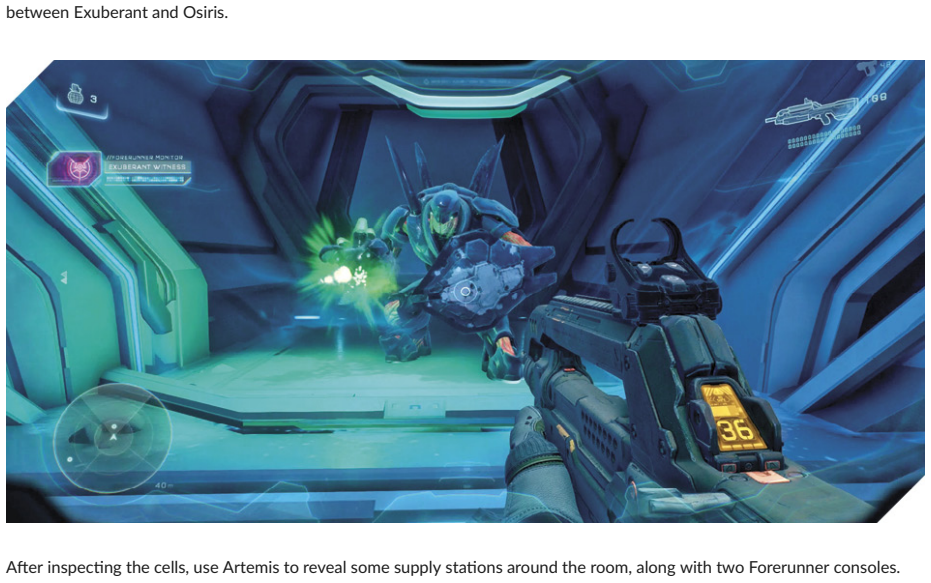
ICON	NAME
A	To/From Icon
5	Point of Interest (POI) Icon
	Weapon Icon
	Vehicle Icon
	Enemy Icon
▥	Ammo Icon
1	Mission Intel Icon
☠	Skull Icon

OBJECTIVE: REACH THE CRYPTUM

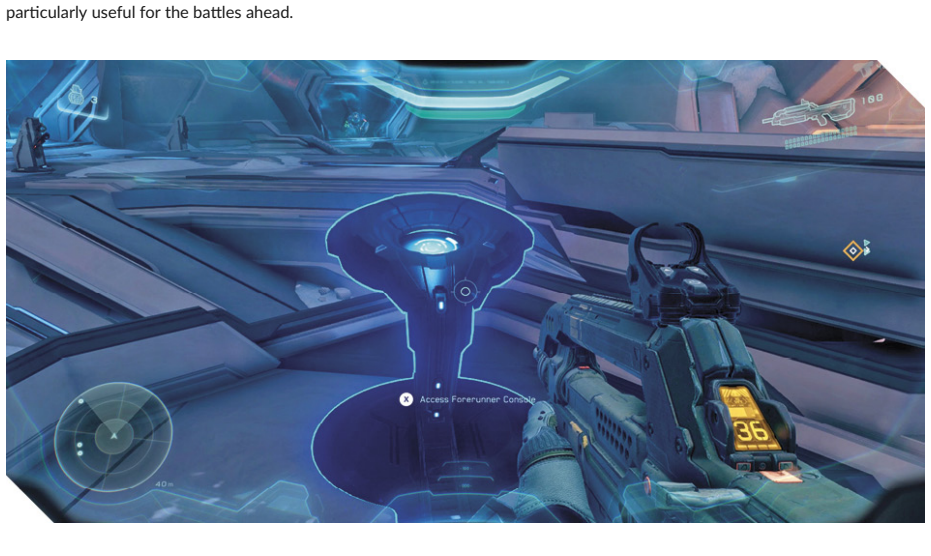
Blue Team can't be far. Follow 031 Exuberant Witness to a hologram of a glowing sphere, which the monitor identifies as a model of a Cryptum 1. Exuberant says that Cortana has activated the Cryptum, placed the "other humans" inside, and is preparing it for slipspace travel. Could it mean Blue Team is inside that ball?



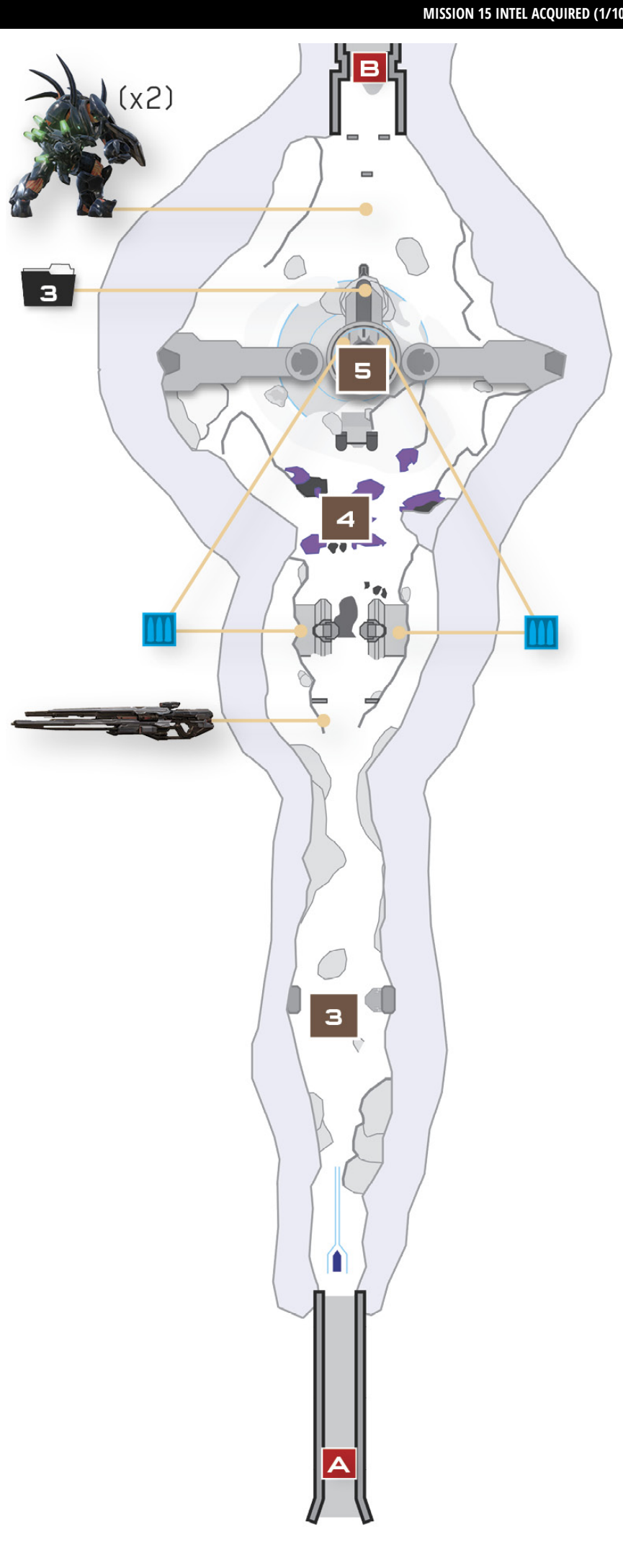
Before rushing off to find the Cryptum, take a moment to explore the room. Exuberant has imprisoned several enemies in holding cells here, including Grunts, Crawlers, a Soldier, an Elite, a Hunter, and a Knight. Approach each cell for special dialogue between Exuberant and Osiris.



After inspecting the cells, use Artemis to reveal some supply stations around the room, along with two Forerunner consoles. Scan the consoles for two pieces of intel, then take stock of the available weapons. The Storm Rifles and Hydra Launcher are particularly useful for the battles ahead.

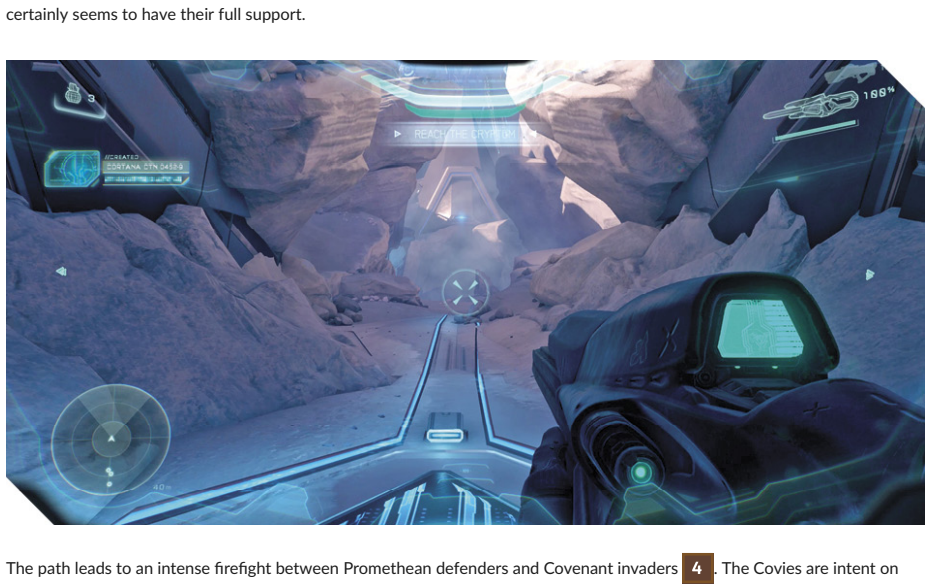


MISSION 15 INTEL ACQUIRED (1/10) (2/10)



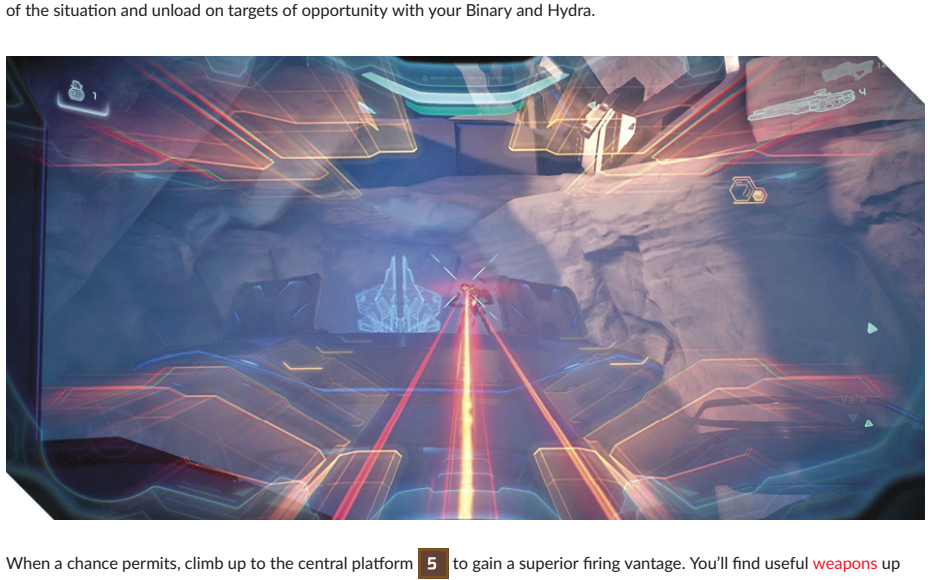
When you've finished exploring the room, follow Exuberant down a passage to reach a transport platform overlooking the distant Cryptum 2. The site is surrounded by Guardians, and one of them suddenly vanishes into slipspace, prompting Exuberant to inform you that the Reclamation has begun. Cortana also contacts you, insisting that her cause is just. She can't be reasoned with, and the platform eventually comes to a halt near the edge of the Cryptum facility.

Step off the platform and trek through a frigid path 3. Als contact you along the way, voicing their support of Cortana's plan. Even Governor Sloan joins the chorus, despite the destruction that the Guardian caused to his people on Meridian. Cortana certainly seems to have their full support.



The path leads to an intense firefight between Promethean defenders and Covenant invaders 4. The Covies are intent on breaching the Forerunner defenses, while the Prometheans struggle to defend the compound. Toss a grenade at the group of Covies ahead, then use one of the Storm Rifles you found back near the holding cells to mop up what's left.

Trade your Storm Rifle for the nearby Binary Rifle and then press forward. Pick off the Soldier Snipers on the high central platform 5. Beyond them is a mixture of Soldiers, Elites, Hunters, and Knights, all locked in fierce combat. Exploit the chaos of the situation and unload on targets of opportunity with your Binary and Hydra.

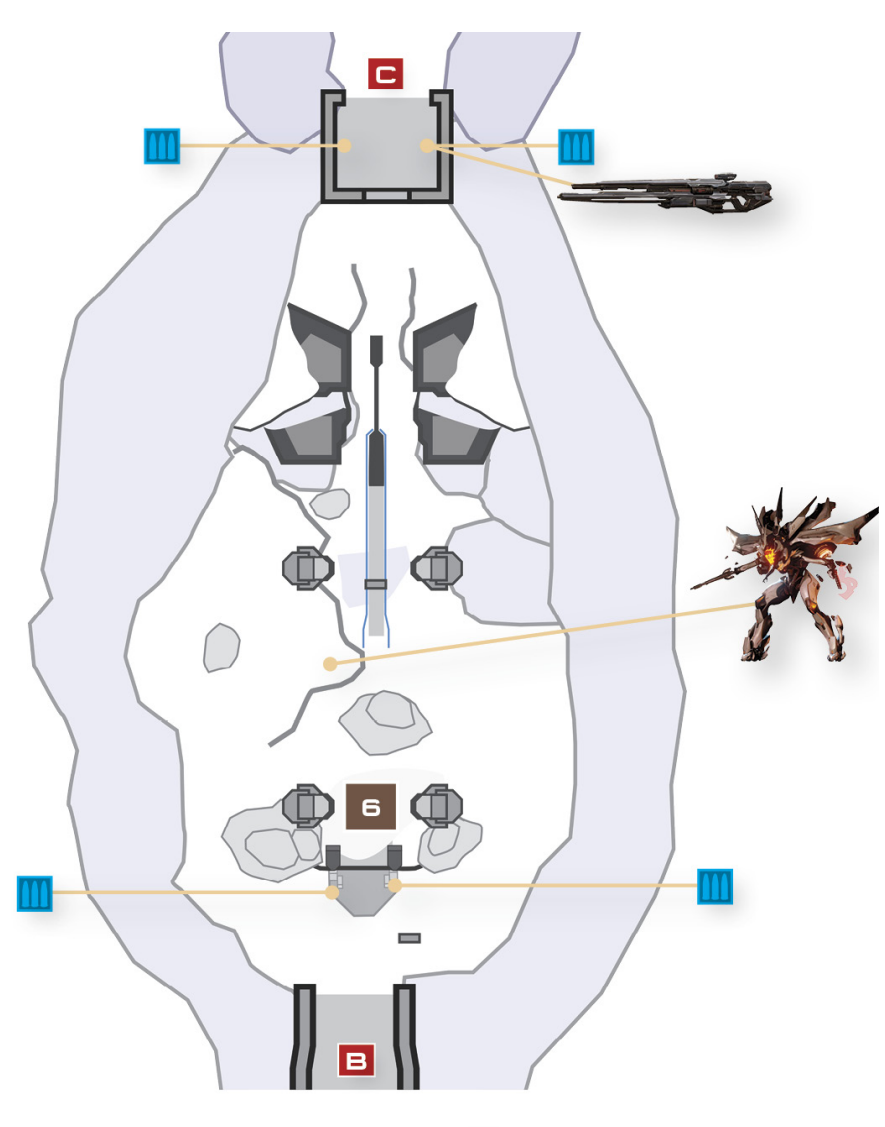


When a chance permits, climb up to the central platform 5 to gain a superior firing vantage. You'll find useful weapons up here, including Binary Rifles dropped by the platform's former occupants. Move to the platform's narrow end to discover a Covenant data pad as well. Scan it for intel, and ammo up before advancing through the far door.

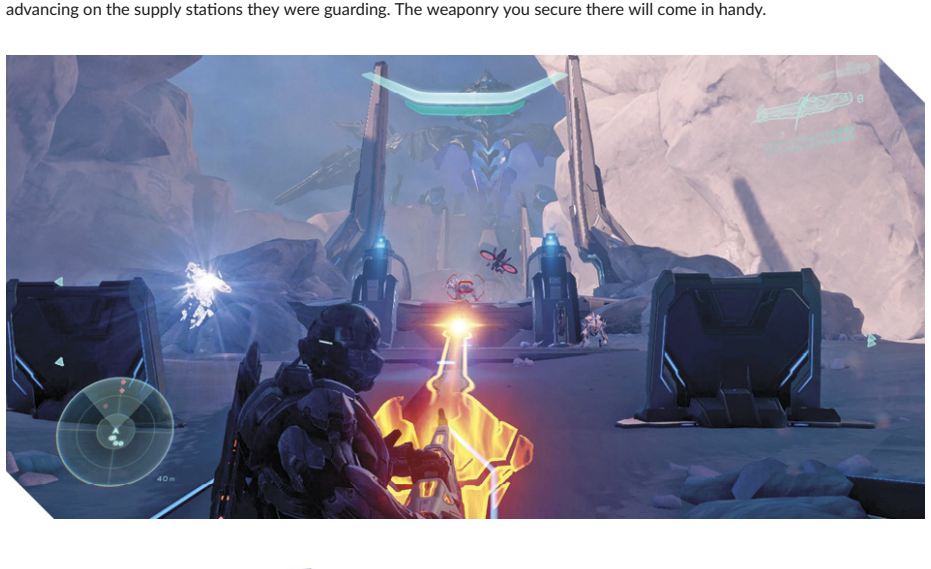
MISSION 15 INTEL ACQUIRED (3/10)

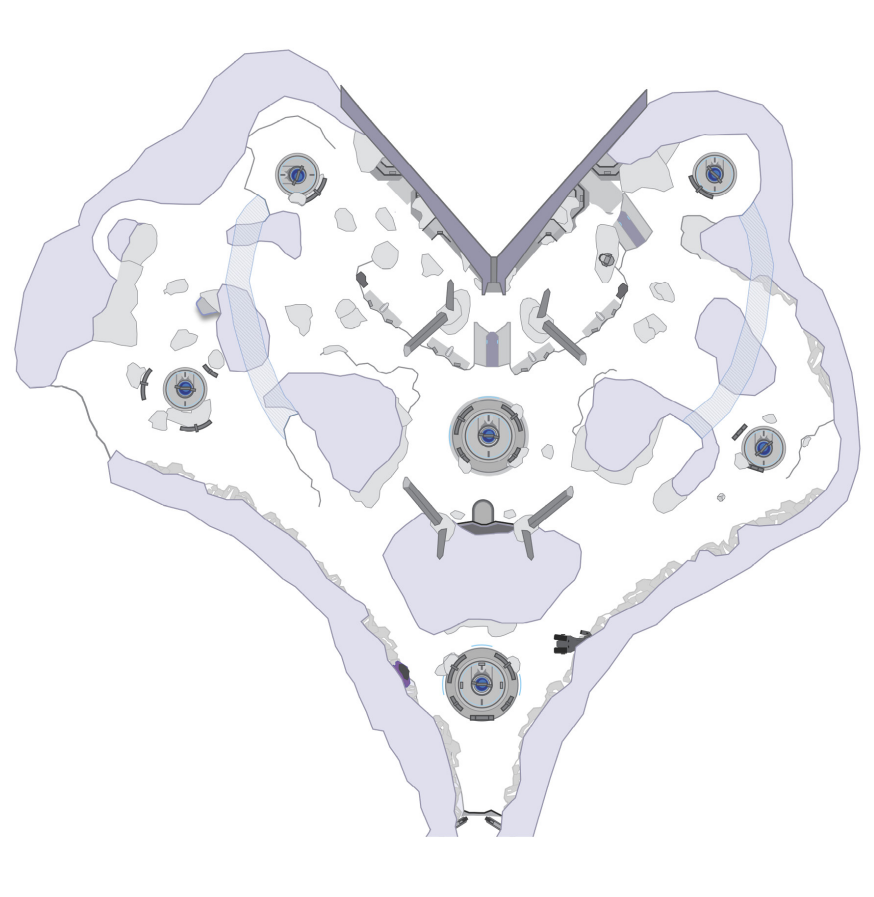
POWER WEAPONS APLENTY

Search the carnage for power weapons before moving on. You can find Incineration Cannons dropped by the Knights, Fuel Rod Cannons dropped by the Covies, and Binary Rifles dropped by the Soldier Snipers. Remember to give some of these to your team.

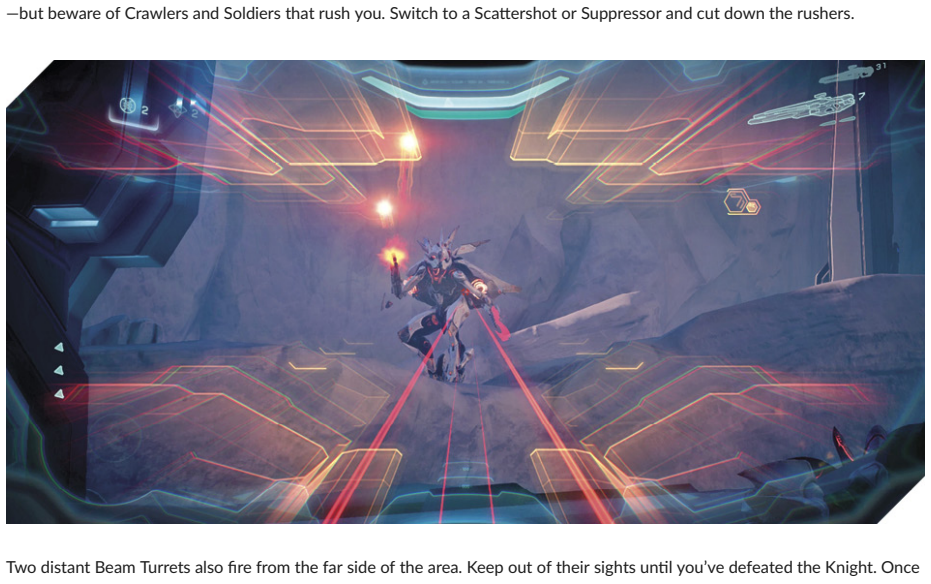


Soldiers, Crawlers, and Watchers spawn as you pass through the door 6. Obliterate them with your Splinter Turret before advancing on the supply stations they were guarding. The weaponry you secure there will come in handy.

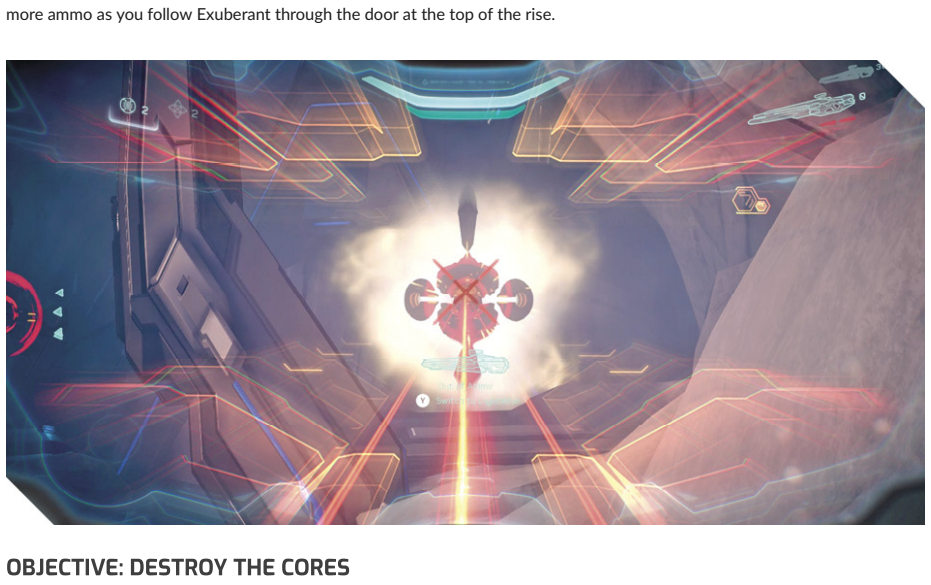




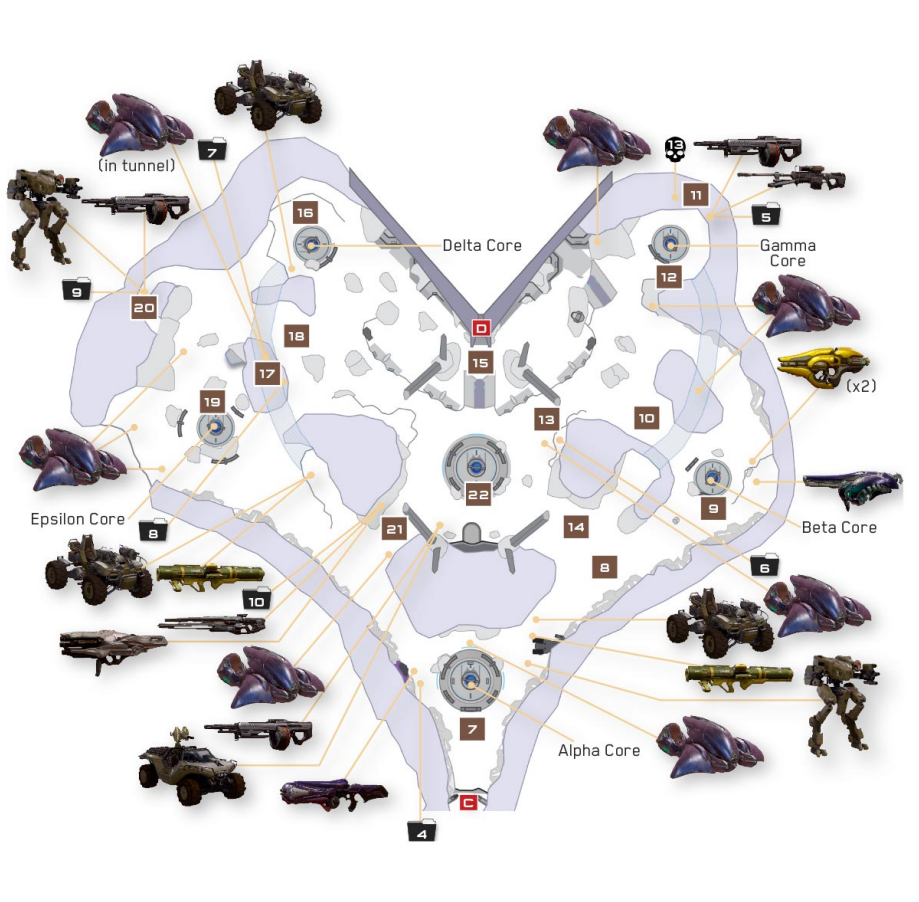
Many more Prometheans spawn up the hill ahead, including a dangerous Knight that bombards you with an Incineration Cannon from on high. Prioritize the Knight, blasting its cores with a Binary Rifle, Hydra Launcher, or LightRifle at every chance—but beware of Crawlers and Soldiers that rush you. Switch to a Scattershot or Suppressor and cut down the rushers.



Two distant Beam Turrets also fire from the far side of the area. Keep out of their sights until you've defeated the Knight. Once the Knight and Soldiers are down, turn your attention to the Beam Turrets. Destroy them both to secure the area, then grab more ammo as you follow Exuberant through the door at the top of the rise.



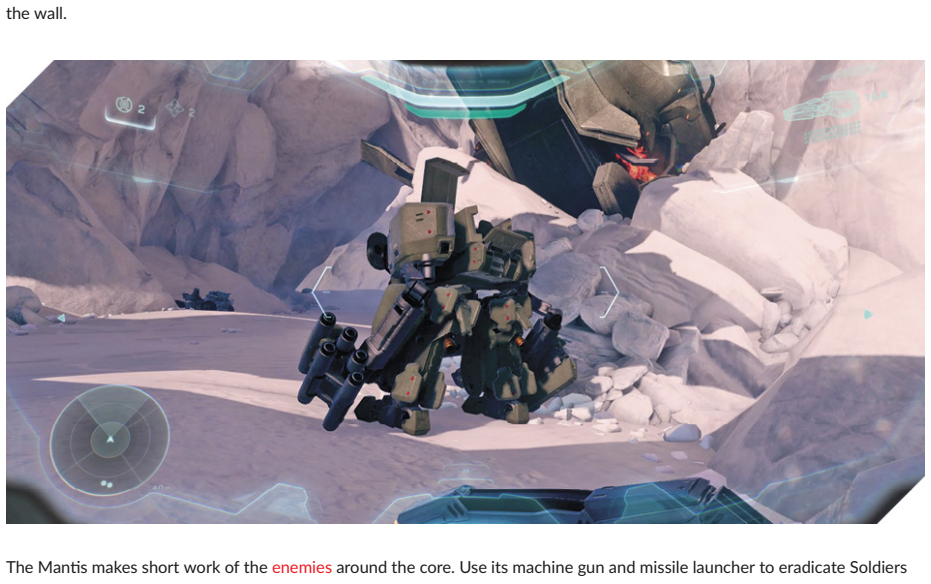
OBJECTIVE: DESTROY THE CORES



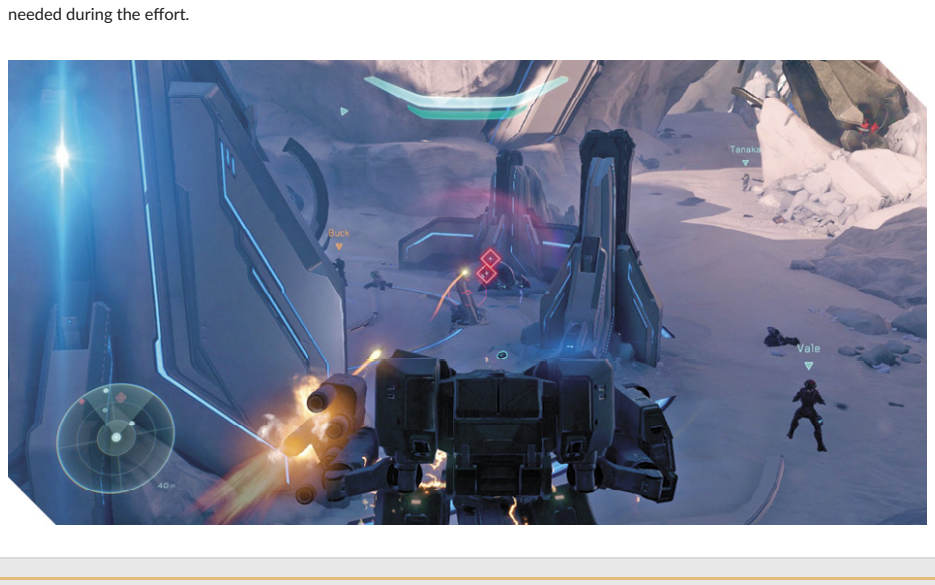
The Cryptum is just ahead, but it's suspended by several gravitational cores. You'll need to destroy all of the cores to bring it down.

Alpha Core

As you advance on the nearby Alpha Core 7, a Phantom swoops in and deploys some Covenant forces over on the right. Prometheans then spawn over to the left, and battle is quickly joined. Race to the right and hop into the Mantis parked near the wall.



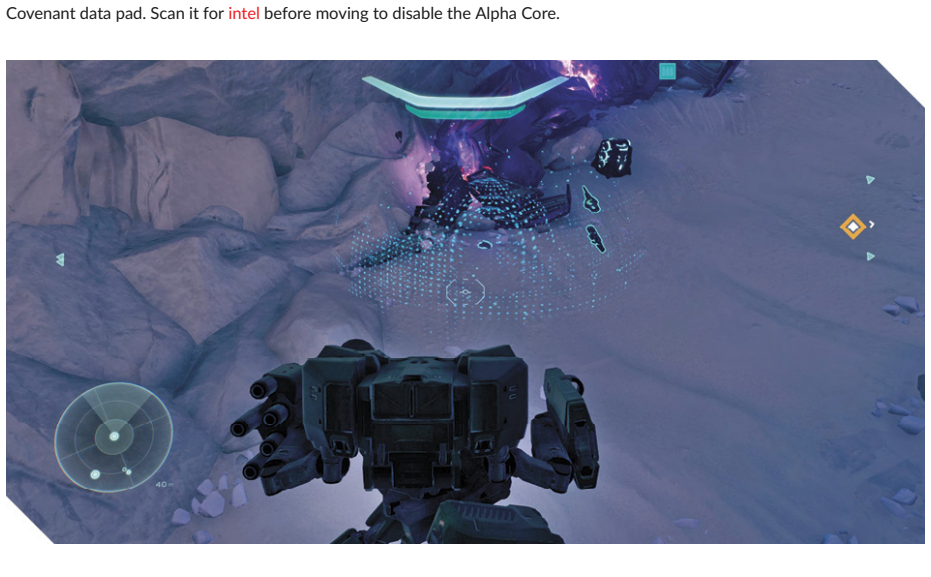
The Mantis makes short work of the enemies around the core. Use its machine gun and missile launcher to eradicate Soldiers and Elites, and fire its rockets to obliterate the Ghosts deployed by the Covenant. Fall back to recover the Mantis's shields as needed during the effort.



ALTERNATE APPROACH

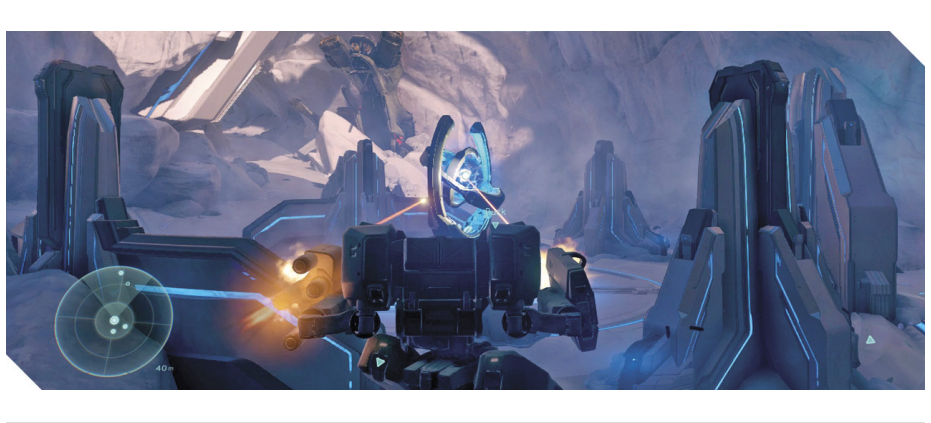
If a teammate grabs the Mantis before you, or if you simply prefer not to use it, there are many other options. Among the wreckage to the left you'll find a Plasma Caster, while a Ghost is parked just behind the Alpha Core. Search ahead of the Mantis's position on the right to find a Rocket Launcher on the ground and a Gungoose parked just ahead. All of these assets will serve you well as you tackle the cores, but the Mantis is the major asset.

When nothing is left to shoot you, search the wreckage of the downed Phantom on the left with Artemis to discover a Covenant data pad. Scan it for intel before moving to disable the Alpha Core.



MISSION 15 INTEL ACQUIRED (4/10)

Turn your Mantis's weaponry loose on the Alpha Core. Keep firing until the core explodes, then stomp up the path on the right 8, following Artemis toward the Beta Core 9.



GO YOUR OWN WAY

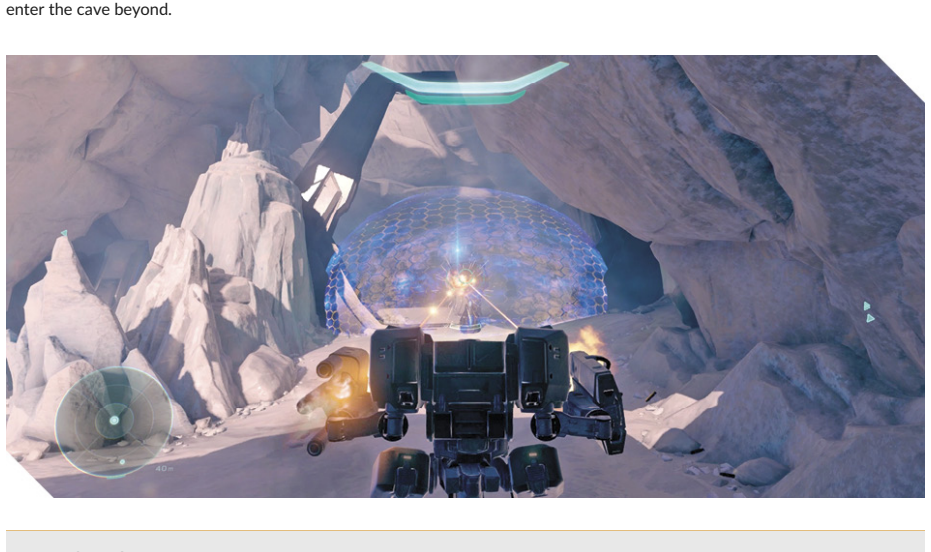
You could take the left path toward the Epsilon Core instead of heading right toward Beta Core, or even split your team for a two-pronged approach. With so many power weapons and vehicles at your disposal, you've plenty of tactical options to explore. This walkthrough tackles the cores in sequential order.

ACHIEVEMENT: DOUBLE STUFF

During Co-op play on Heroic or Legendary difficulty, you can earn an Achievement by coordinating with friends to destroy two cores at the same time. Split up and secure two core sites, then coordinate and fire on both cores simultaneously, ideally using the same weapon to ensure that both cores go boom at the same time.

Beta Core

A shield 8 blocks access to the Beta Core. Destroy it with a missile barrage and a bit of sustained fire from your Mantis, then enter the cave beyond.



THE LOW ROAD

Rather than destroying the shield, you can enter the lower tunnel on the left, which leads to Gamma Core. A Ghost parked in the tunnel could facilitate your travels. Or split up and tackle both cores at once!

Two Hunters guard Beta Core, and several Elites also drop in to join the effort. One of the Elites wields a Fuel Rod Cannon, so be on your guard. Eliminate the Elites first, then bombard the Hunters with relentless fire from your Mantis. Fall back to recover shields as needed, but don't relent until the cave is secure.

If you like, grab one of the nearby Fuel Rod Cannons before annihilating the Beta Core. With the core destroyed, fire on the remaining shield generators to open two more exits from the cave. The Cryptum can be seen from one of these exits; leave the cave through that exit 10, heading toward the Cryptum.

ACHIEVEMENT: ICY COOL

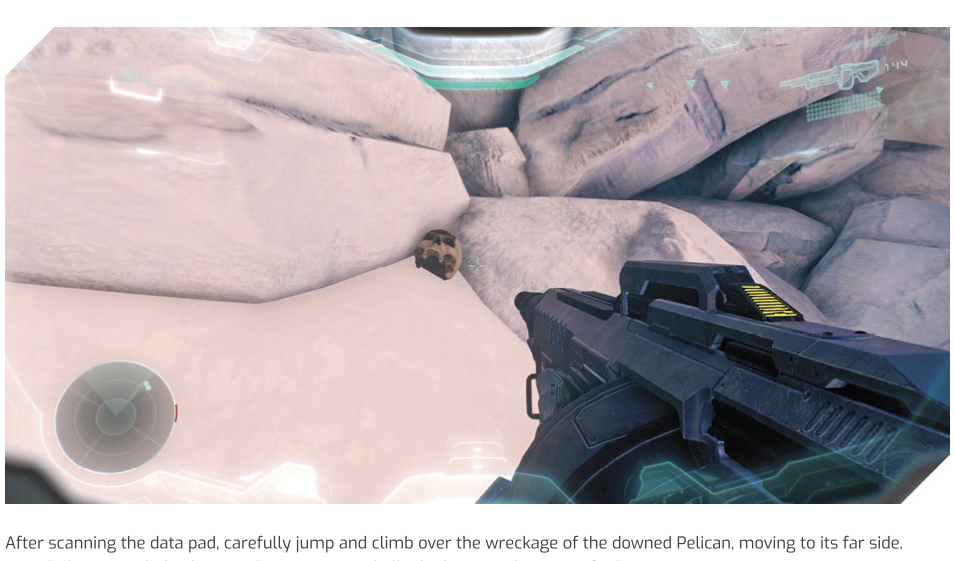
If you're playing on Heroic or Legendary difficulty, you can earn an Achievement by destroying the Beta Core with a Ground Pound. Leap from the nearby ledge with the Plasma Cannon Turret, then execute the Ground Pound and obliterate the core. You can Ground Pound any core to earn this Achievement: Beta Core is just an easy mark.

Gamma Core

The moment you exit the Beta Core cave, turn right and march your Mantis up a snowy slope, heading toward the wreckage of a downed Pelican 11. Obliterate the Shade Turret on your left as you go, along with any hostiles Ghosts that move to intercept you.

The slope leads to a high ledge with a downed Pelican 11. Neutralize another Shade Turret below you, then hop out of your Mantis and scan the nearby UNSC data pad for intel. Grab or give away the SAW and Sniper Rifle you discover nearby.

SKULL 12 OF 13: FAMINE



After scanning the data pad, carefully jump and climb over the wreckage of the downed Pelican, moving to its far side. Search the snowy ledge here to discover a tiny Skull—the last one there is to find!

Now for the Gamma Core 12. Return to your Mantis and destroy the core as you march back down the slope, heading toward Delta Core.

Delta Core

Obliterating Gamma Core prompts a Phantom to deploy more Covenant troops near the center of the yard, including a dangerous Wraith. Your trek to Delta Core takes you through the compound's central yard, so you'll have to battle them. There are more Shade Turrets to destroy out here and likely a few Ghosts to gun down. Bring down the Shade Turrets first, being wary of inbound mortars from the Wraith. Advance on the Wraith and destroy it, strafing to avoid its fire.

Secure the yard, then use Artemis to detect an item of interest on the snowy ledges that were on your left as you advanced from Gamma Core 13. Climbing these ledges is tricky from this side of the yard; loop around as if you're heading back to Beta Core, then climb the ledges on that side 14 to reach the item: a Covenant data pad.

MISSION 15 INTEL ACQUIRED (6/10)

Return to your Mantis and march up to the Cryptum 15. Turn left and then follow Artemis toward Delta Core 16, but beware: Beam Turrets materialize as you approach. Soldier Snipers spawn on the far ledge as well. Fall back and use the large nearby Forerunner spire as cover from these lethal beams, ducking out to unload your Mantis's missiles on the nearest threat. Retreat behind cover as you reload, and repeat this process until the site is secure. Destroy the Delta Core afterward to move one step closer to lowering the Cryptum.

ALTERNATE APPROACH

If you like, you can loop around to the left and get the drop on the Soldier Snipers. This is a great way to flank the Delta Core's defenders and secure the site in short order.

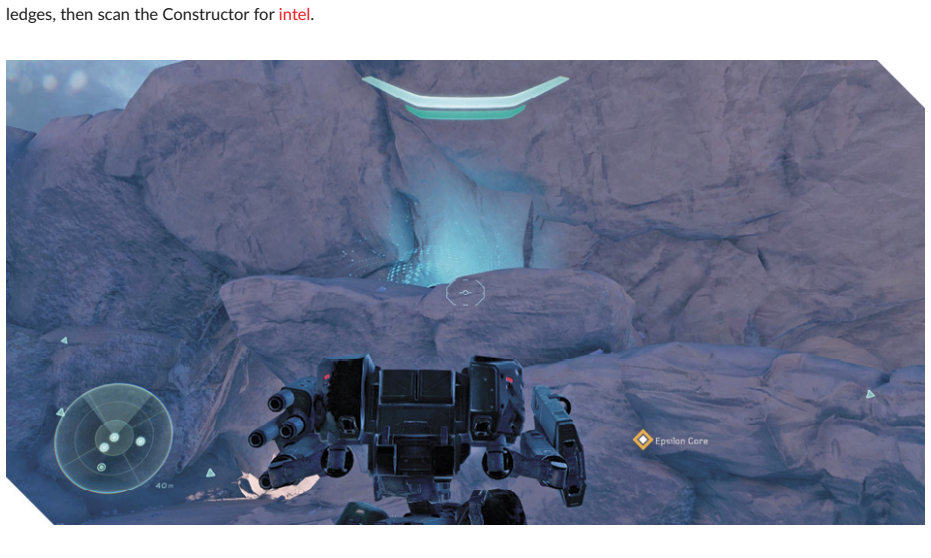
MISSION 15 INTEL ACQUIRED (5/10)

Epsilon Core

The final core isn't far, but there are a few stops to make along the way. First, enter the low tunnel near Delta Core and search the tunnel with Artemis to discover a Covenant data pad lying near a parked Ghost 17. Scan it for intel, then double back to the Delta Core site.

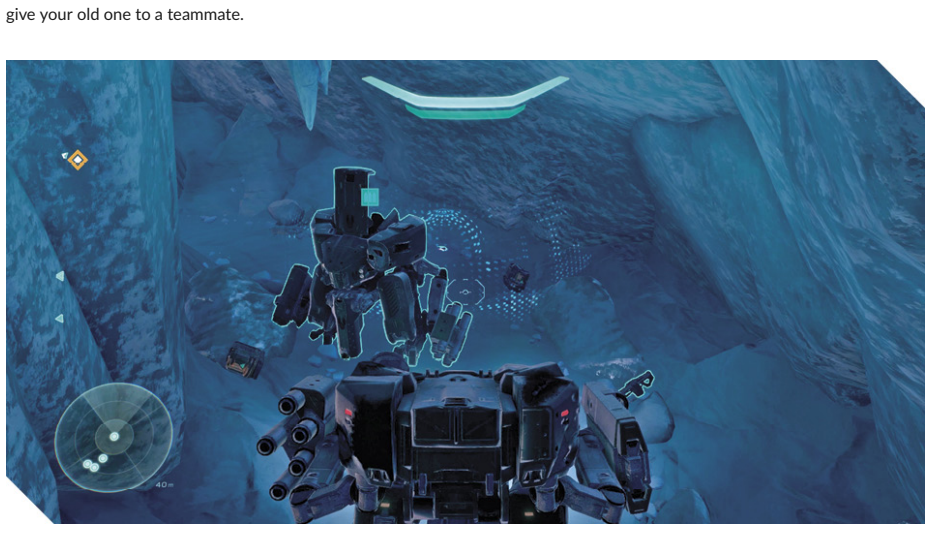
MISSION 15 INTEL ACQUIRED (7/10)

Loop around to the right as you emerge from the tunnel, moving as if you were heading to the Soldier Snipers' perch 18. Engage Artemis along the way to detect a broken Constructor resting atop the nearby ledges. Exit your Mantis and scale the ledges, then scan the Constructor for intel.



MISSION 15 INTEL ACQUIRED (8/10)

Return to the Mantis and continue toward Epsilon Core 19. Duck into a side tunnel 20 on your right along the way to discover another Mantis, along with a SAW and UNSC data pad. Hop out and scan the pad, then grab the fresh Mantis and give your old one to a teammate.

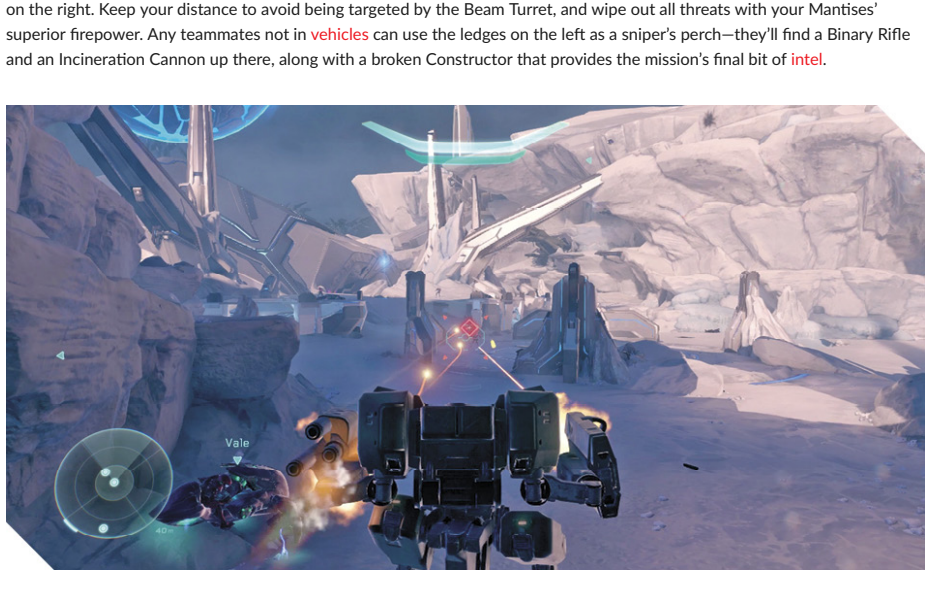


MISSION 15 INTEL ACQUIRED (9/10)

Epsilon Core is just ahead 19. Neutralizing it should be short work with two Mantises at your disposal. Wipe out the Prometheans that stand in defense of the core, prioritizing the Knight. Blast the core afterward to break Cortana's grip on the Cryptum.

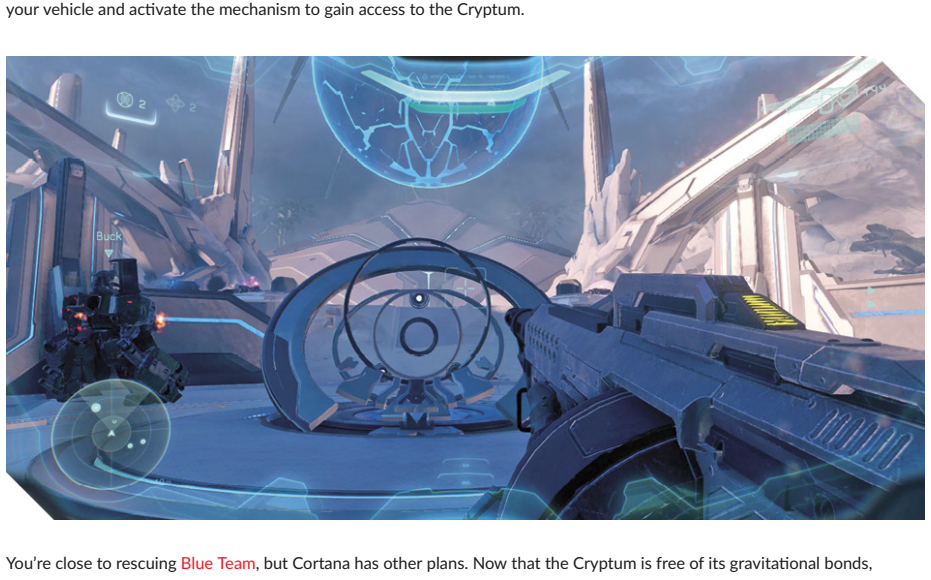
OBJECTIVE: RESCUE THE CHIEF

Soldiers, Crawlers, and two Knights spawn as you circle back toward the Cryptum 21, along with a Beam Turret that appears on the right. Keep your distance to avoid being targeted by the Beam Turret, and wipe out all threats with your Mantises' superior firepower. Any teammates not in vehicles can use the ledges on the left as a sniper's perch—they'll find a Binary Rifle and an Incineration Cannon up there, along with a broken Constructor that provides the mission's final bit of intel.

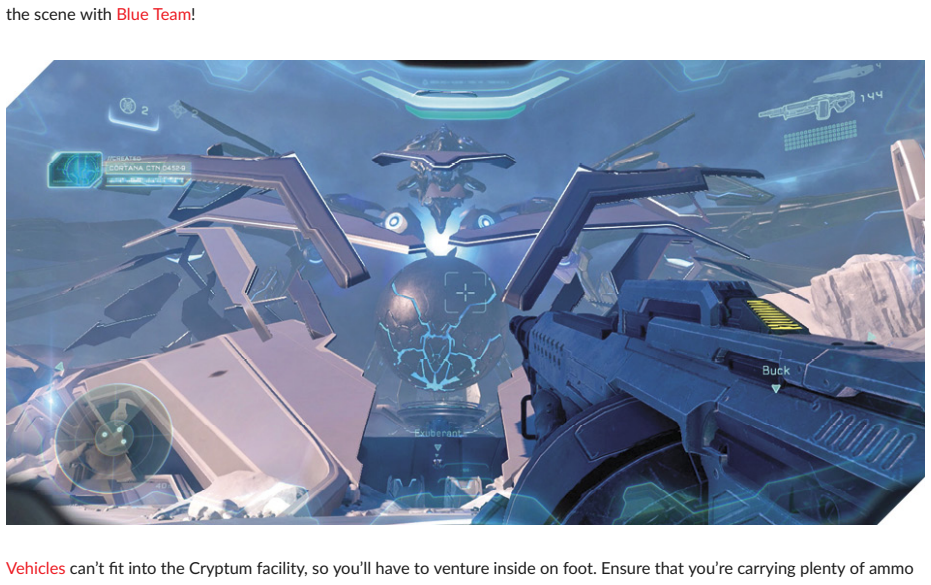


MISSION 15 INTEL ACQUIRED (10/10)

Fight hard to secure the area, then move to the very center of the yard 22. An override mechanism has appeared here; exit your vehicle and activate the mechanism to gain access to the Cryptum.



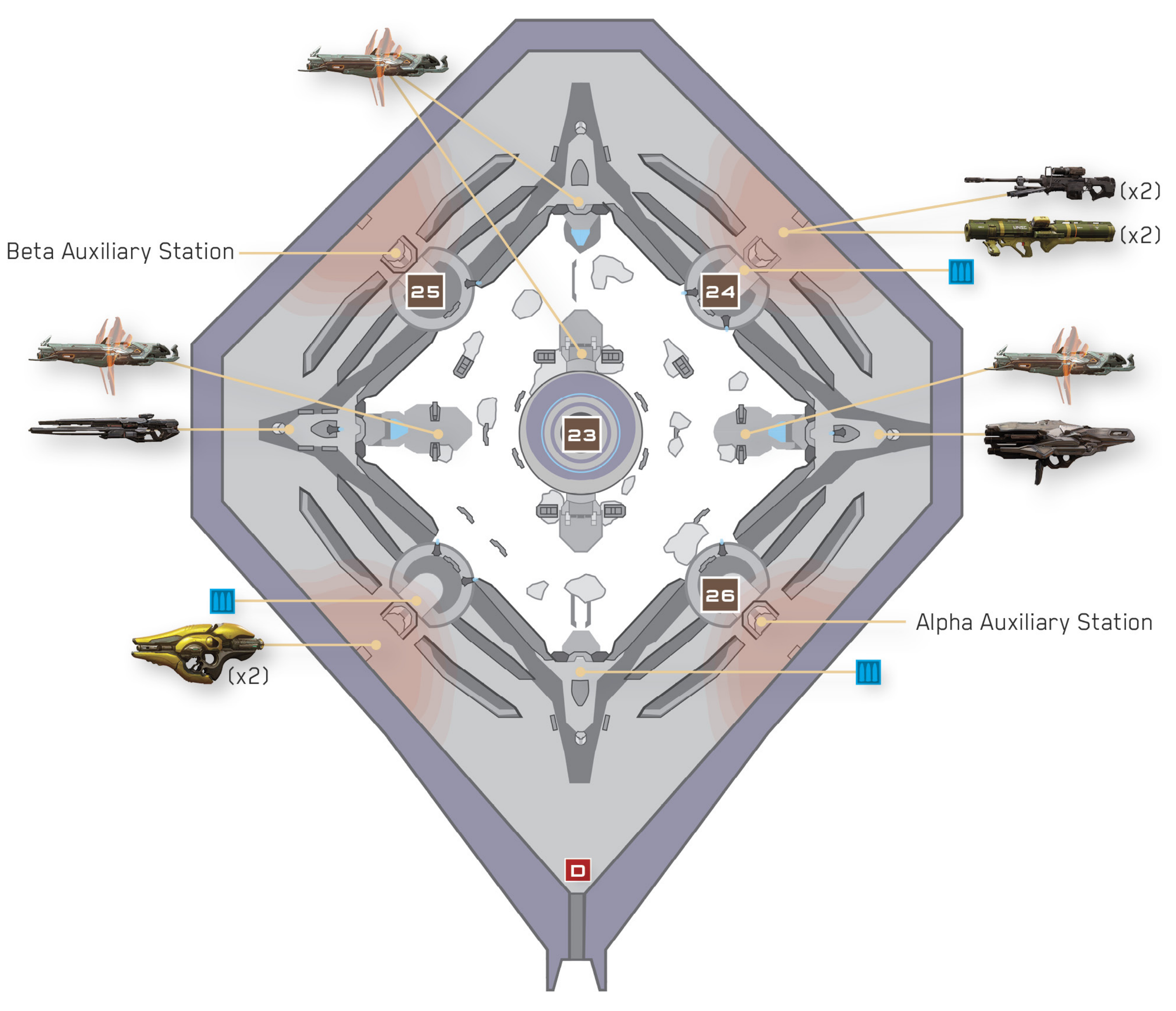
You're close to rescuing Blue Team, but Cortana has other plans. Now that the Cryptum is free of its gravitational bonds, Cortana uses her Guardian to steal it. Time's running out; it won't be long before Cortana's Guardian enters slipspace and flees the scene with Blue Team!



Vehicles can't fit into the Cryptum facility, so you'll have to venture inside on foot. Ensure that you're carrying plenty of ammo before heading inside.

Mission 15: Guardians

Major Firefight: Cryptum Facility



The structure that previously housed the Cryptum serves as the site of your final major firefight. Its spacious interior features side ledges around a large central mechanism. Here you face wave after wave of constructs; the latter waves feature several Knights. Use the accelerator pads to soar across the room and escape dangerous situations, and exploit the ample weaponry to cut down the constructs as quickly as possible.

RECOMMENDED LOADOUT

A broad array of Prometheans spawn inside the structure, so any weaponry can be effective. Power weapons are a plus; you can't go wrong with a Plasma Caster, Incineration Cannon, Sniper Rifle, or Binary Rifle for ranged assaults. A SAW, Scattershot, or Suppressor is a good backup to have handy when the constructs rush you. Plenty of weapons can be found inside the facility; use Artemis to quickly locate Forerunner weapon racks chock-full of arms, including Scattershots, Incineration Cannons, and Binary Rifles.

OBJECTIVE: DEFEND THE MONITOR

Exuberant notices that something's amiss as you enter the Cryptum facility—Cortana has sealed off the central passage 23. Undeterred, the little monitor sets about resolving the problem, but the process will take time. Soldiers spawn on the far side of the spacious chamber, and you must defend Exuberant from them while it works at completing the task.

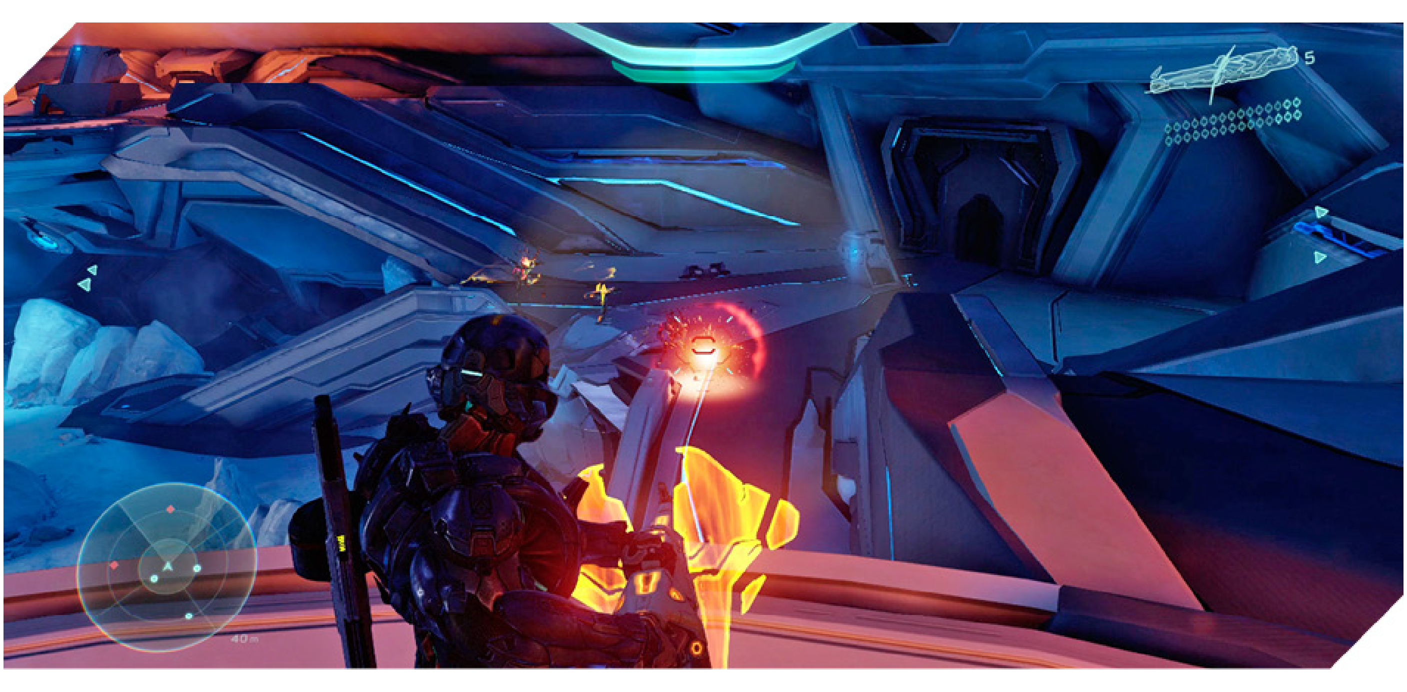
DEFEND THE MONITOR
Exuberant

Advance up the ramps on your right to reach a forward sniper perch that's stocked with two Sniper Rifles and two Rocket Launchers 24. Use these powerful weapons to obliterate the Soldiers, starting with the Captains armed with Splinter Turrets. Use the ledges' accelerator pads to quickly cross the room and escape from danger.

TAKE THE TURRETS

Use the Splinter Turrets dropped by fallen Captains to annihilate their comrades. You can also man and detach each of the four Splinter Turrets stationed around the area for even more firepower. Launch from accelerator pads with Splinter Turrets and bombard your enemies from all angles!

More Soldiers spawn as the first wave begins to thin out, including more Splinter Turret Captains. These Soldiers are more brazen than the previous bunch, and they'll likely try to rush you. Remain evasive and use your radar to detect nearby threats. Keep close to cover and use accelerator pads to soar away to safer spots.



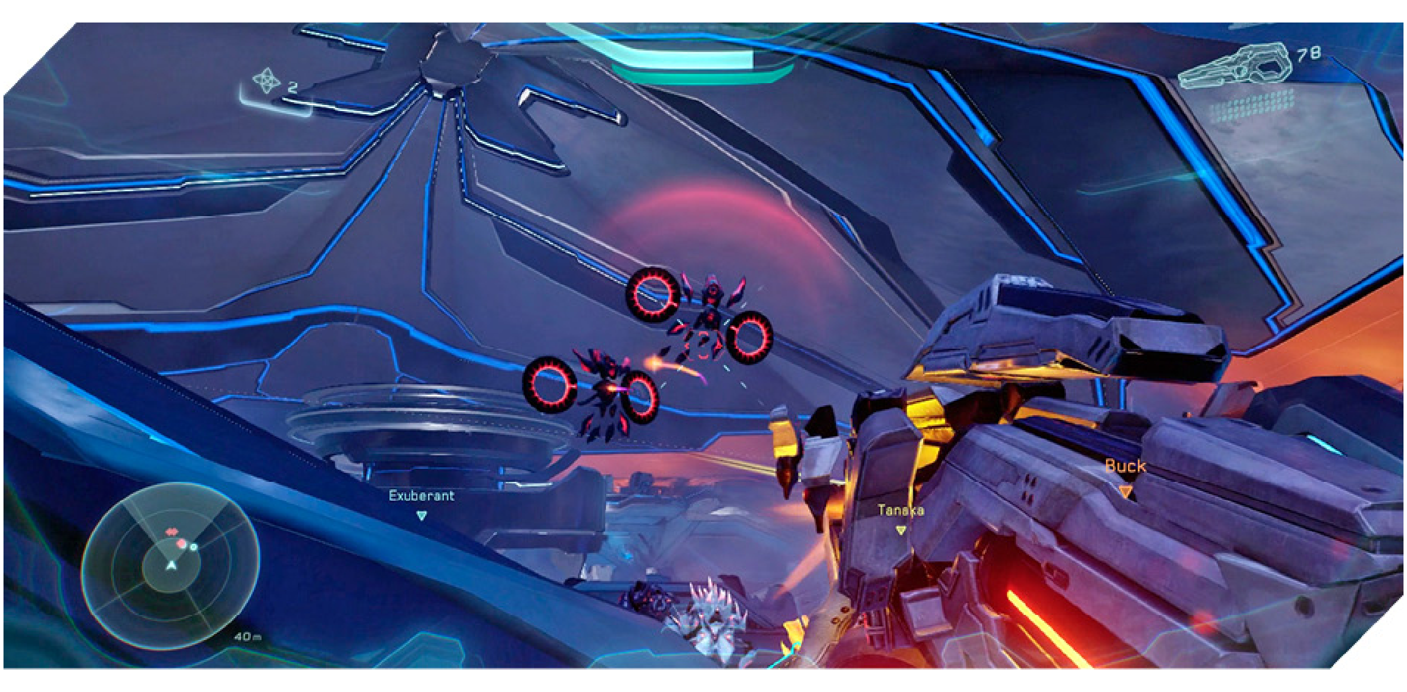
Eventually, Exuberant asks you to assist by activating two Auxiliary stations 25 26. There's one at either side of the room, up on the highest ledges. Use Artemis to find them, then mosey over and activate both stations, using the accelerator pads to quickly soar between them.

Exuberant
SCAN COMPLETE
100%

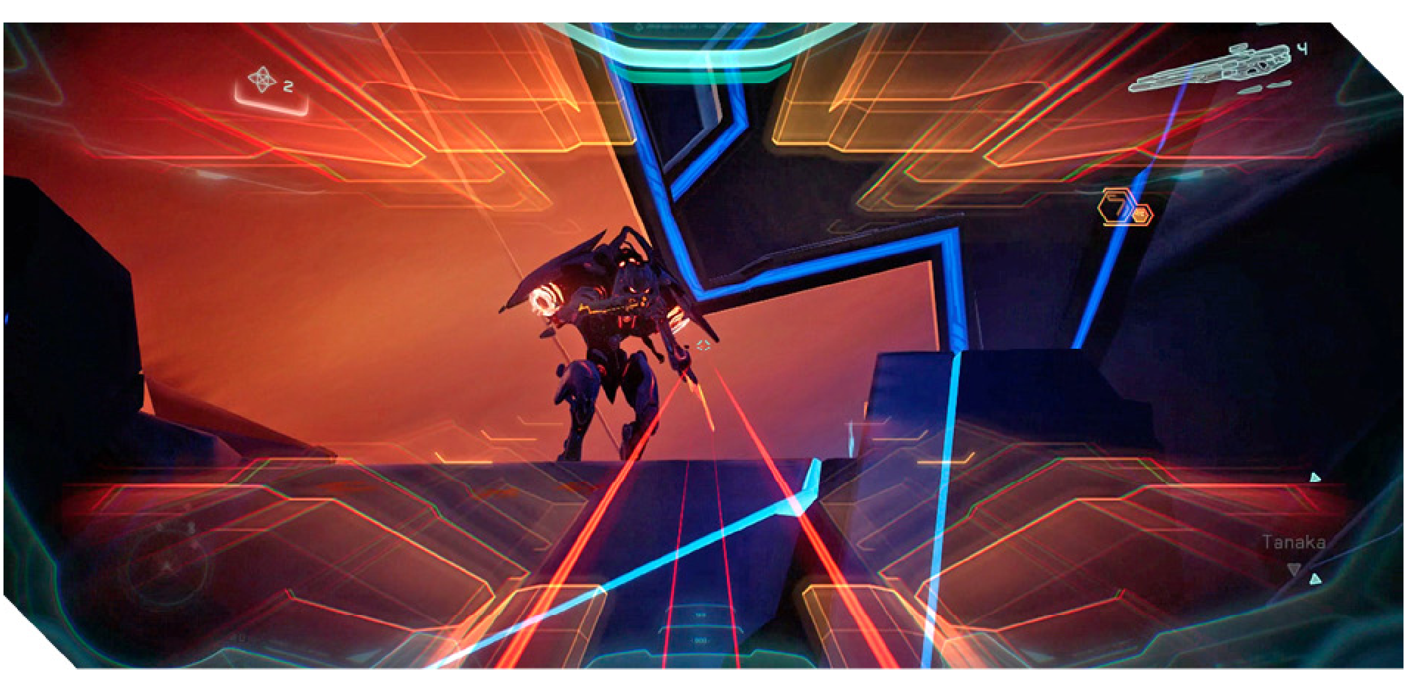
PAUSE FOR THE CAUSE

Reinforcements won't spawn until you've activated both Auxiliary stations. Use the valuable downtime to explore the room and load up on ammo.

Vast numbers of Crawlers and Watchers spawn after both Auxiliary stations have been activated. The Crawlers quickly rush you; track them with your radar and blast them to bits with a SAW, Scattershot, or Suppressor. Mark the Watchers for Osiris to take down. A second wave of Crawlers and Watchers spawns after the first group begins to dwindle, so be prepared.



The third wave of enemies that spawns features more Crawlers and Watchers, plus two dangerous Knights. The Knights spawn on the Auxiliary station platforms 25 26, so move away or be prepared to battle them up close. You can make short work of the Knights with a Scattershot if you're good at thrusting and dodging.



FLYING KNIGHTS

Knights can launch from accelerator pads, soaring across the chamber and rapidly closing on you. They can also simply leap from the ground level up to the side ledges. Stay on guard while Knights are around!

Four more Knights materialize after the first two have fallen. These spawn all around the ground floor, and they're the last enemies you face in this battle. Remain elusive as you concentrate fire on each Knight in turn, dropping each one as quickly as possible.

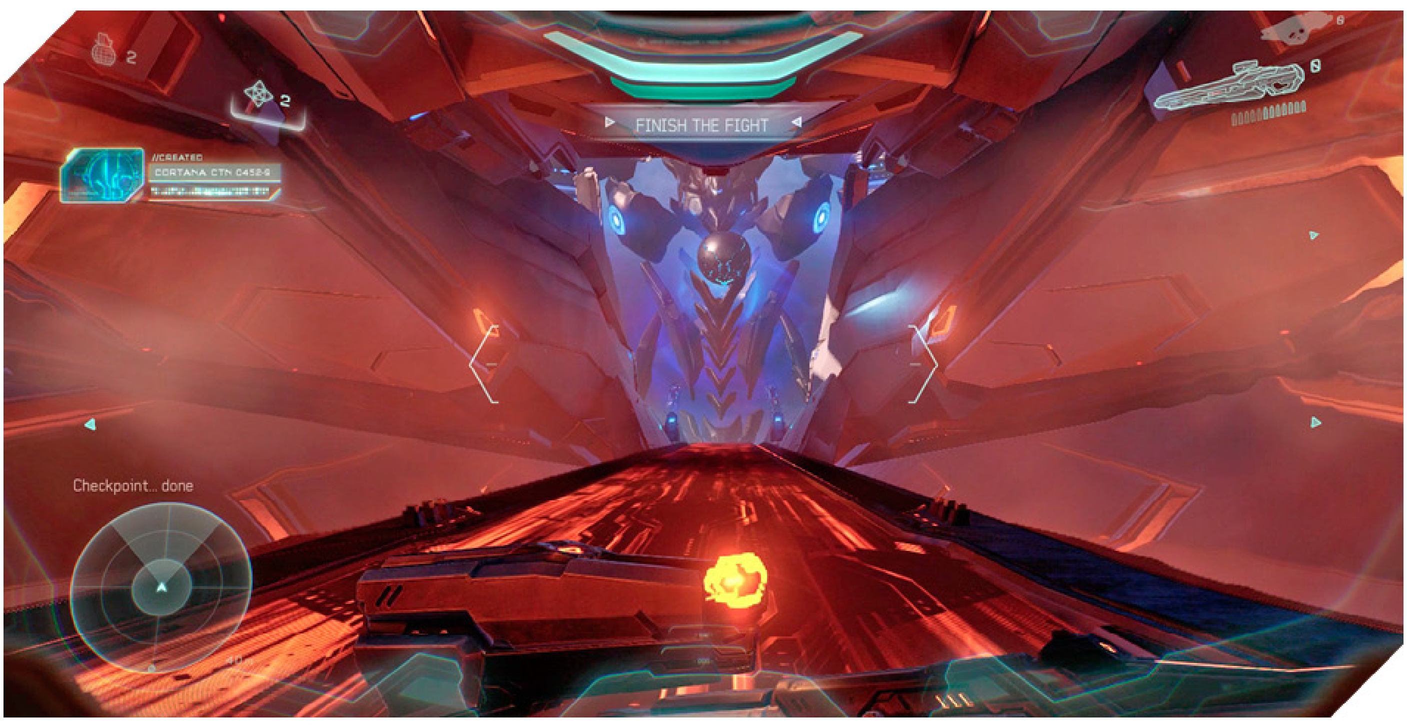
After all threats have been neutralized, an objective appears in the room's center 23. Move there and try to remain calm as a vast army of Knights spawns all around you. The situation seems grim until Exuberant raises a shield that saves you from certain doom. Exuberant then activates a lift that transports you to the facility's underbelly.

Mission 15: Guardians

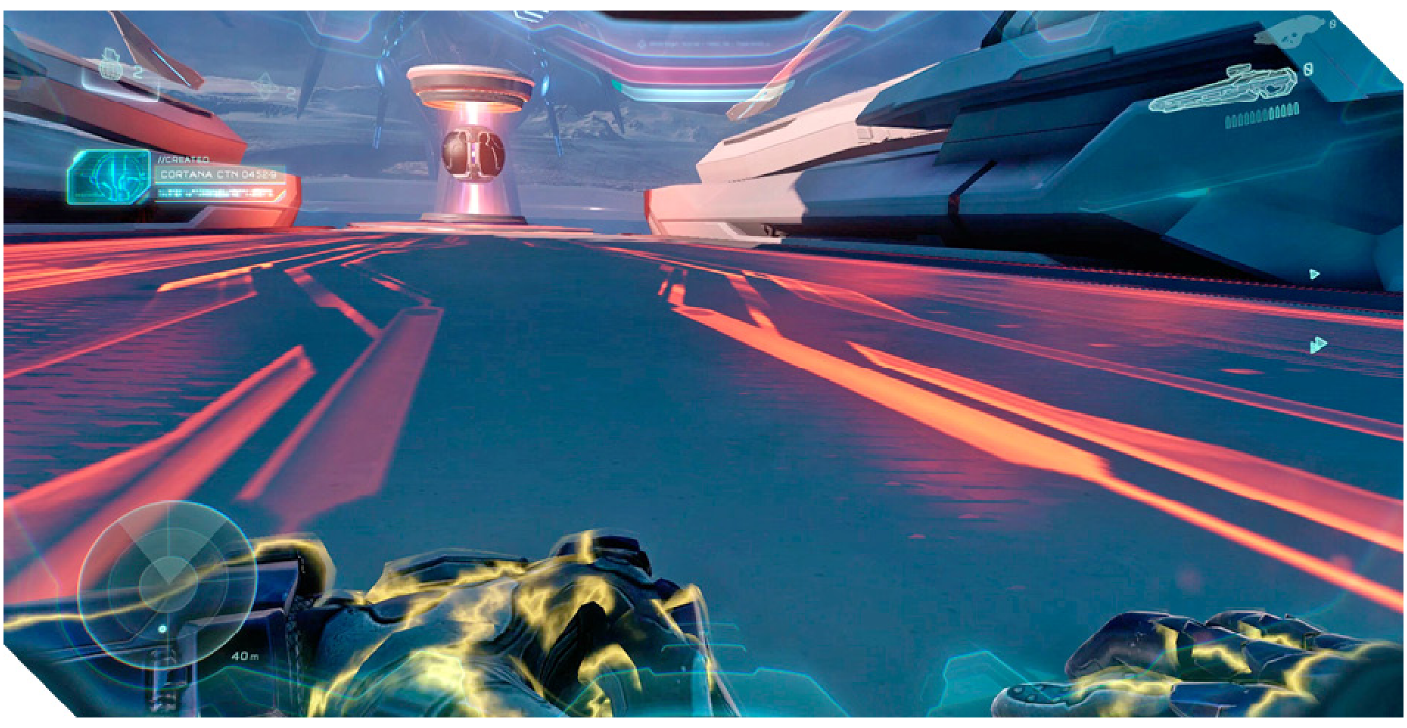
The Reclamation

OBJECTIVE: FINISH THE FIGHT

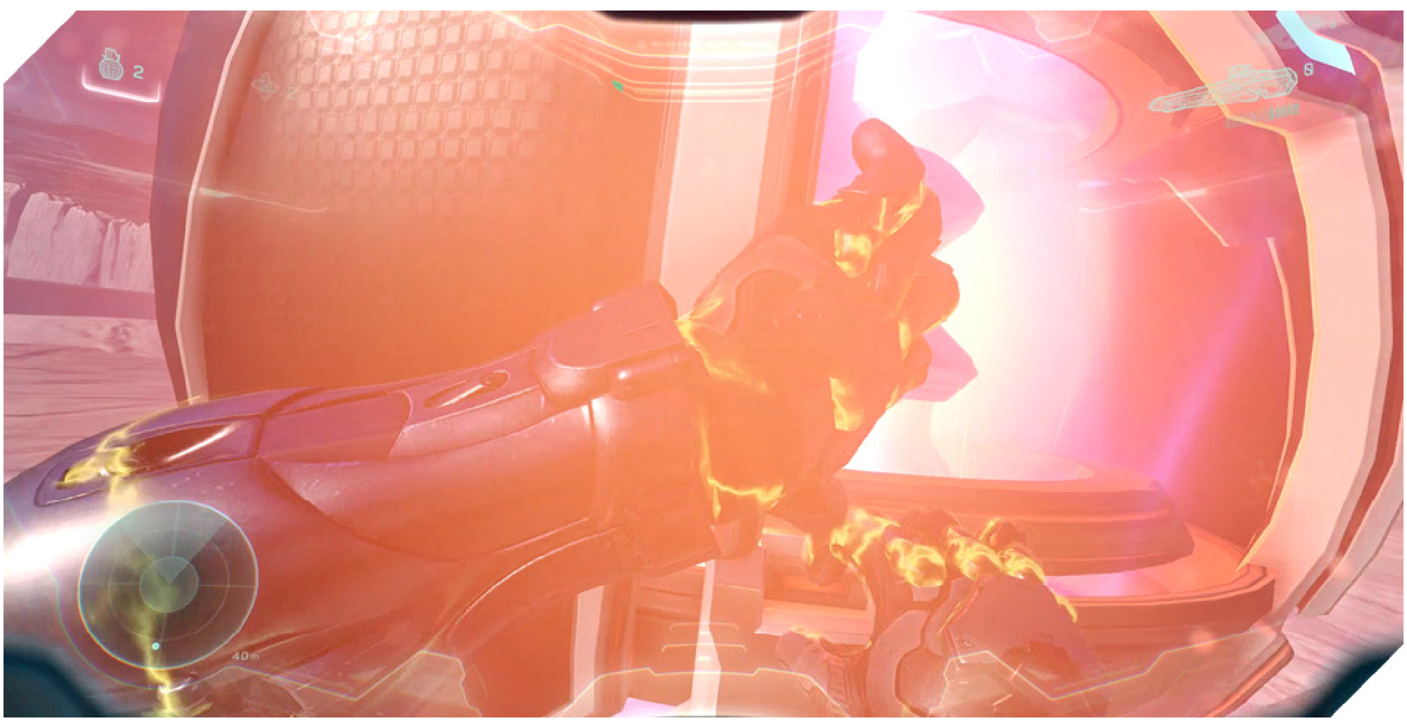
This is it: Cortana is just moments away from sending her Guardian into slipspace with Blue Team. Your only hope is to destroy the relay that's blocking Exuberant's control over the station. Advance across the bridge ahead, heading for the relay device at the far end.



Cortana's Guardian sends out massive shockwaves, signaling that its slipspace jump has been initiated. Each blast knocks you to your knees, but you must press forward, or Blue Team will be lost. Soldier onward, Spartan, heading directly toward the relay device.



When you reach the relay device, Locke rips it apart with his bare hands. Destroyed, the relay no longer blocks Exuberant's influence over the station. Exuberant Witness finally has control again.



You've done your part; the rest is up to Exuberant. The little monitor can't stop Cortana's Guardian from entering slipspace, but it does manage to reclaim the Cryptum by sending a flock of Constructors to snatch it away from the Guardian just before it slips out of sight. Blue Team is saved!

At long last, Spartan Locke has succeed in his vital mission. Blue Team has been rescued, yet the Master Chief is deeply troubled that Cortana couldn't be stopped. Despite all of their efforts, the Reclamation has begun. Humanity's future is uncertain, but one thing is clear: We're better off with the Chief by our side!

HALO 5
GUARDIANS
MULTIPLAYER

Multiplayer

Introduction

While the single-player Campaign delivers a compelling story and plenty of challenging, memorable moments, it's only part of *Halo 5: Guardians*. Multiplayer extends your *Halo* experience for countless hours, pitting your skills against other players from around the world as your respective teams (Red and Blue) fight for dominance in Warzone and Arena matches. Playing against others and working together as a team adds an entirely new dimension of intensity and fun. Plus, ranking up, opening REQ Packs, and customizing your Spartan is incredibly addictive, urging you to play, "just one more match."

In multiplayer, the action is fast and unpredictable, requiring twitch reflexes as well as knowledge of every map, weapon, and game mode. By providing in-depth analysis of the game's multiplayer features, this guide gives you all the tools you need to take your online games to the next level. If you're new to *Halo*, start with this opening chapter to get familiar with new features, gameplay mechanics, and tactics developed by professional gamers. In the Armory chapter, all weapons, vehicles, armor mods, power-ups, and boosts are revealed, accompanied by insightful tips. Eager to try out the new Warzone game mode? Then flip ahead to the Warzone chapter to study team strategies and Boss takedown tactics. If competitive matches are more your thing, check out the Arena section for complete analysis of all 15 maps, complete with tips developed in collaboration with 343 Industry's in-house pro gamer team. For details on Spartan Ranks, medals, and a listing of all REQ Cards, flip to the appendix at the back of the guide. So get ready to step up your game and help lead your team to victory.

HALO 5 GUARDIANS

MULTIPLAYER

What's New?

Overview

If you're a battle-proven *Halo* veteran, you can jump online now and feel right at home amid the whizzing bullets and bouncing grenades. But before rushing into action, here's a quick summary of the some of the new features and gameplay mechanics. *Halo 5: Guardians* builds on the successes of past installments while introducing entirely new features like thrusting, clambering, and REQ Packs. These new features blend seamlessly with the tried and proven gameplay fans have come to love, making *Halo 5: Guardians* the deepest and most ambitious entry in the franchise's history.

ENHANCED SPARTAN MOBILITY

Equipped with the improved GEN2 Mjolnir armor, the new Spartan abilities available in the single-player Campaign carry over to multiplayer, making online matches more frantic than ever. Thrust and clamber change *Halo* in some very fundamental ways. These abilities allow you to reach elevated ledges and platforms you wouldn't have been able to access in previous installments. This melds well with the new maps, given their emphasis on verticality. So look for ways to take the high ground in an effort to gain an edge.

DESCOPE

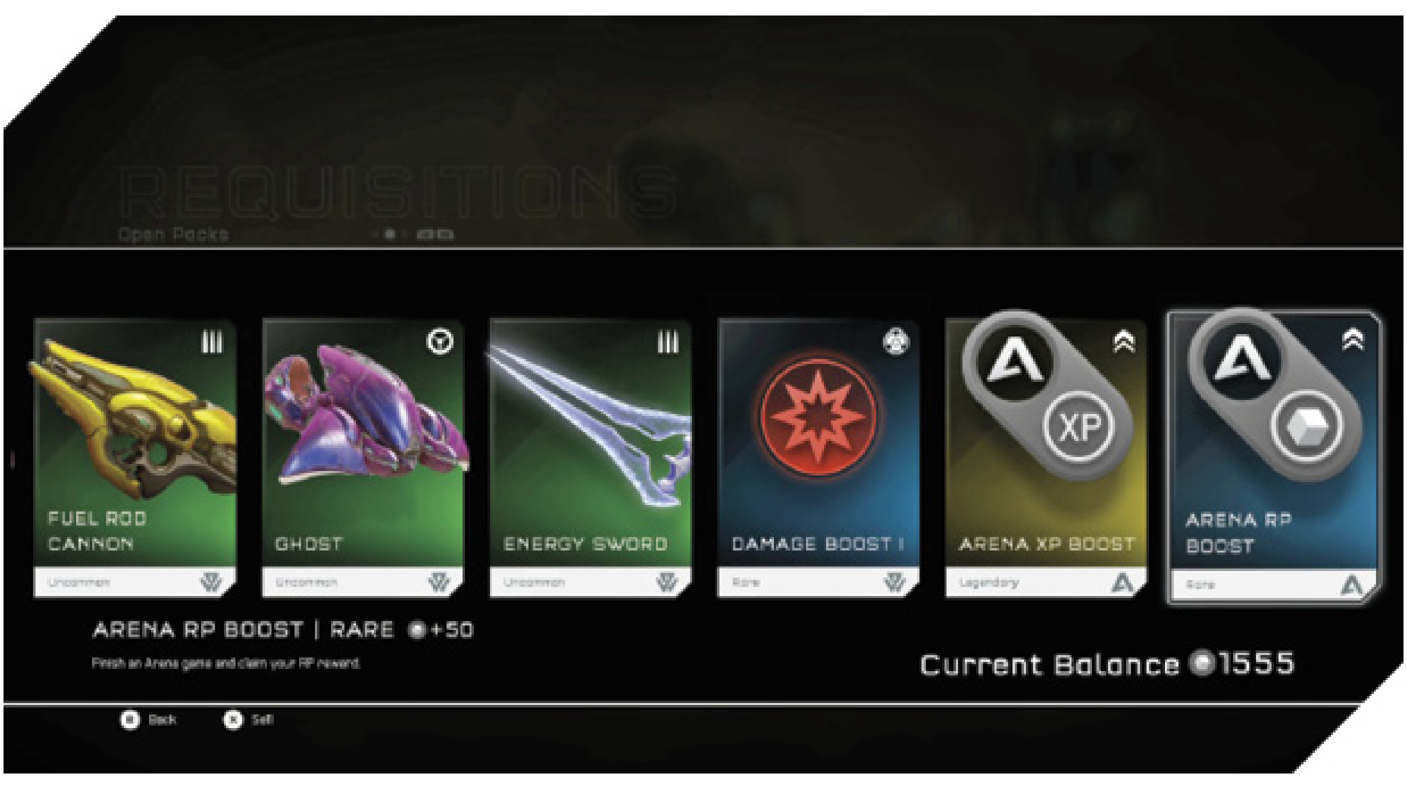
While it may seem like a minor addition, the return of descope is a huge development in competitive circles. For the uninitiated, being descoped knocks you out of your scope (or Smart-Link) view whenever you take damage. This greatly reduces the effectiveness of sharpshooters. Being descoped often forces them to retreat when they start taking damage, instead of continuing to plink away from long range.

NEW AND IMPROVED WEAPONS

Although popular, combat-proven weapons like the Battle Rifle and Magnum have returned, they're now joined by several new weapons, like the rapid-firing SMG and multi-warhead Hydra Launcher. In addition to new weapons, some familiar weapons (like the Boltshot, Needler, and Carbine) have been overhauled, making them deadlier than ever.

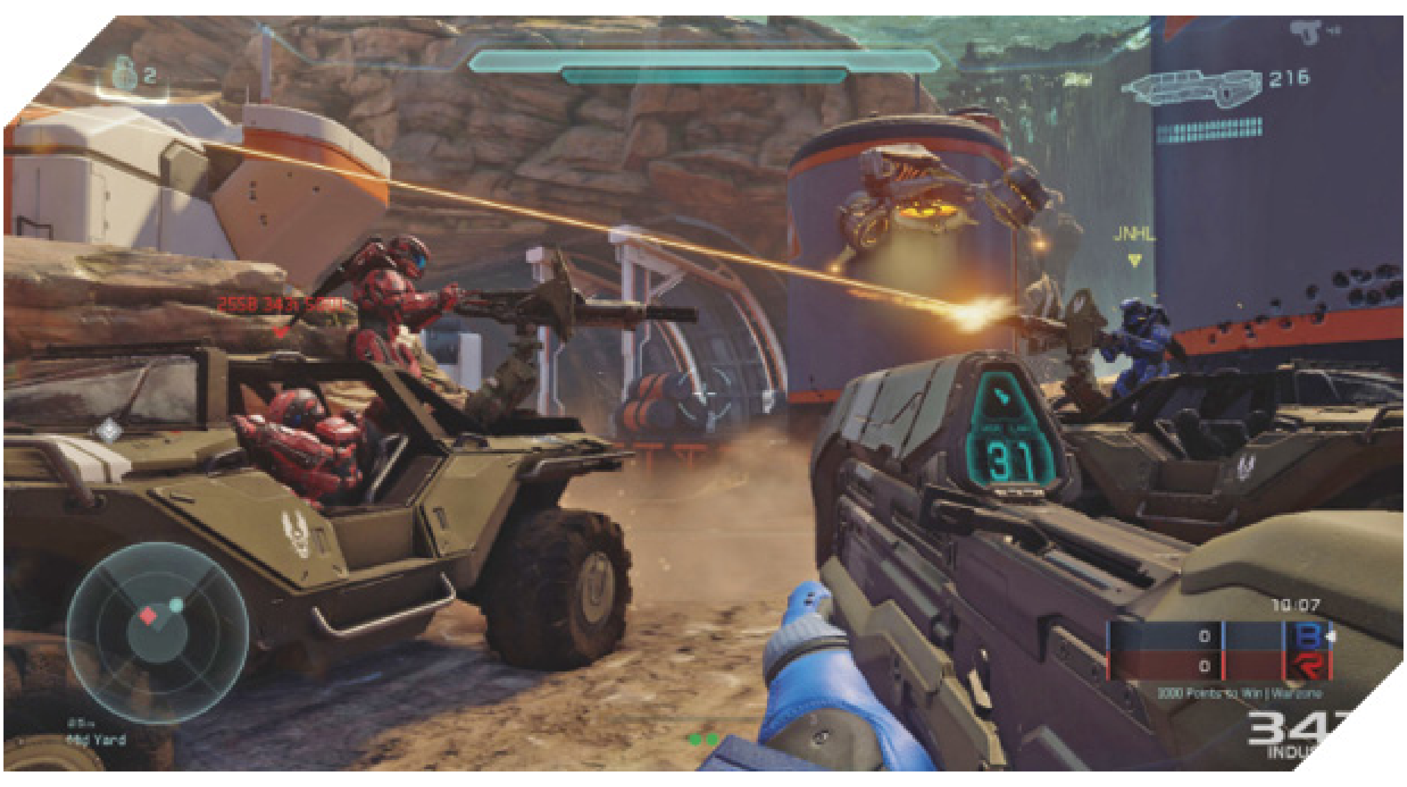
REQUISITION SYSTEM

Welcome to your new addiction. Requisition Packs (or REQ Packs) introduce a whole new level of Spartan customization to *Halo*. Like booster packs from a collectible card game, each REQ Pack contains cards that can be used to customize your Spartan with new armor, visors, helmets, emblems, assassination animations and more. REQ Cards can also be activated to access a variety of weapons, vehicles, armor mods, and power-ups in Warzone matches.



WARZONE

Having been gestating as a concept since the development of *Halo 4*, Warzone finally gets its debut—and it's been worth the wait. Warzone is a multiplayer mash-up of everything that makes *Halo* great, pulling together 12v12 Spartan combat alongside vehicles, AI-controlled Bosses, and objective-based gameplay. Set on the largest *Halo* maps ever, Warzone is primed to host some of the most epic moments you've experienced as a Spartan.

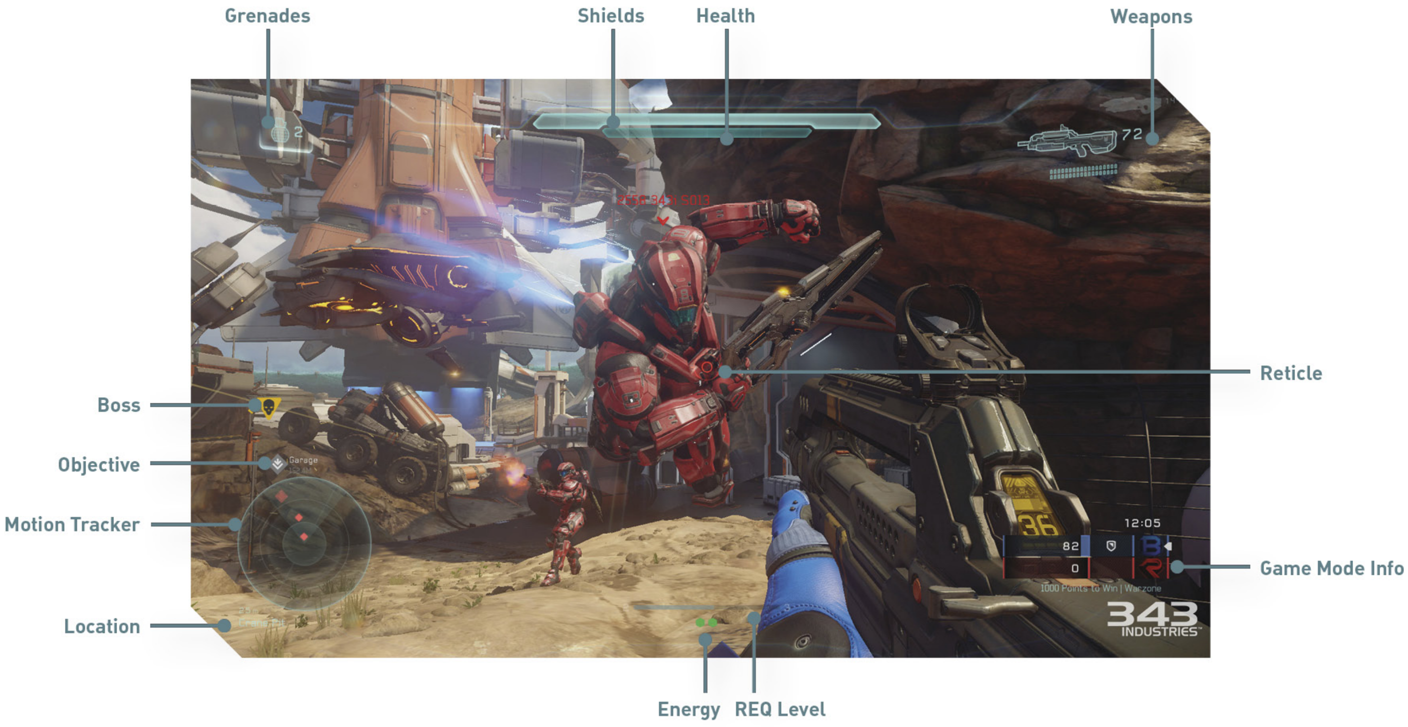


ARENA

Halo's legacy as one of the most popular competitive multiplayer shooters continues with the 4v4 Arena game modes. Longtime favorites like Slayer and Capture the Flag have returned, along with the new Strongholds and Breakout game modes. As usual, these game modes emphasize skill and teamwork, making for some intense matches.

Getting Started

Interface



Before you jump into your first Warzone battle or Arena match, take a moment to get familiar with the game's interface, controls, and gameplay mechanics. Even if you're a long-time fan, there have been some changes in *Halo 5: Guardians* you should be familiar with.

Shields: This bar indicates the status of your Spartan's shields. While active, shields absorb incoming damage. Once shields are depleted, damage is dealt to your Spartan's health. If you seek cover and avoid subsequent damage, the shields will regenerate as long as you don't sprint.

Health: This bar represents your Spartan's health—if depleted, your Spartan dies and you must respawn. Like shields, health regenerates over time as long as your Spartan stays out of danger.

Reticle: The reticle shows where your weapon is aiming—place the reticle over targets before firing to score a hit. Striking targets with your weapon triggers a bloom animation around the reticle. These hit markers come in handy when engaging opponents at long range. The size and shape of reticle may differ based on the weapon equipped.

Weapons: These images show the weapons in your loadout. The larger image represents the weapon currently equipped. The numbers to the right of each weapon indicate their ammo count.

Grenades: This shows the type and number of grenades in your inventory. You can carry up to six grenades at a time—two Fragmentation Grenades, two Plasma Grenades, and two Splinter Grenades.

Motion Tracker: This device functions like radar, reporting the positions of nearby enemies. Threats are represented by red diamond-shaped icons. Moving or firing opponents within 25 meters are shown on the Motion Tracker. However, opponents equipped with suppressed weapons will not appear when firing.

Location: All maps have several defined locations, indicated by this line of text beneath the Motion Tracker. Use this information to immediately get your bearings while spawning or moving around. When speaking with teammates, use these location names to report enemy movement or request assistance.

Game Mode Info: This box shows the current standings of the match, including the score, timer, and victory conditions.

Objective: These diamond-shaped icons show the locations of and distance to objectives. When an objective is neutral, the icons are gray—they change to red or blue when occupied by the corresponding team.

Boss: In Warzone matches, the inverted triangle icons (with skulls) show the locations of Bosses. Regular Bosses are represented by gray icons, while Legendary Bosses are represented by yellow icons.

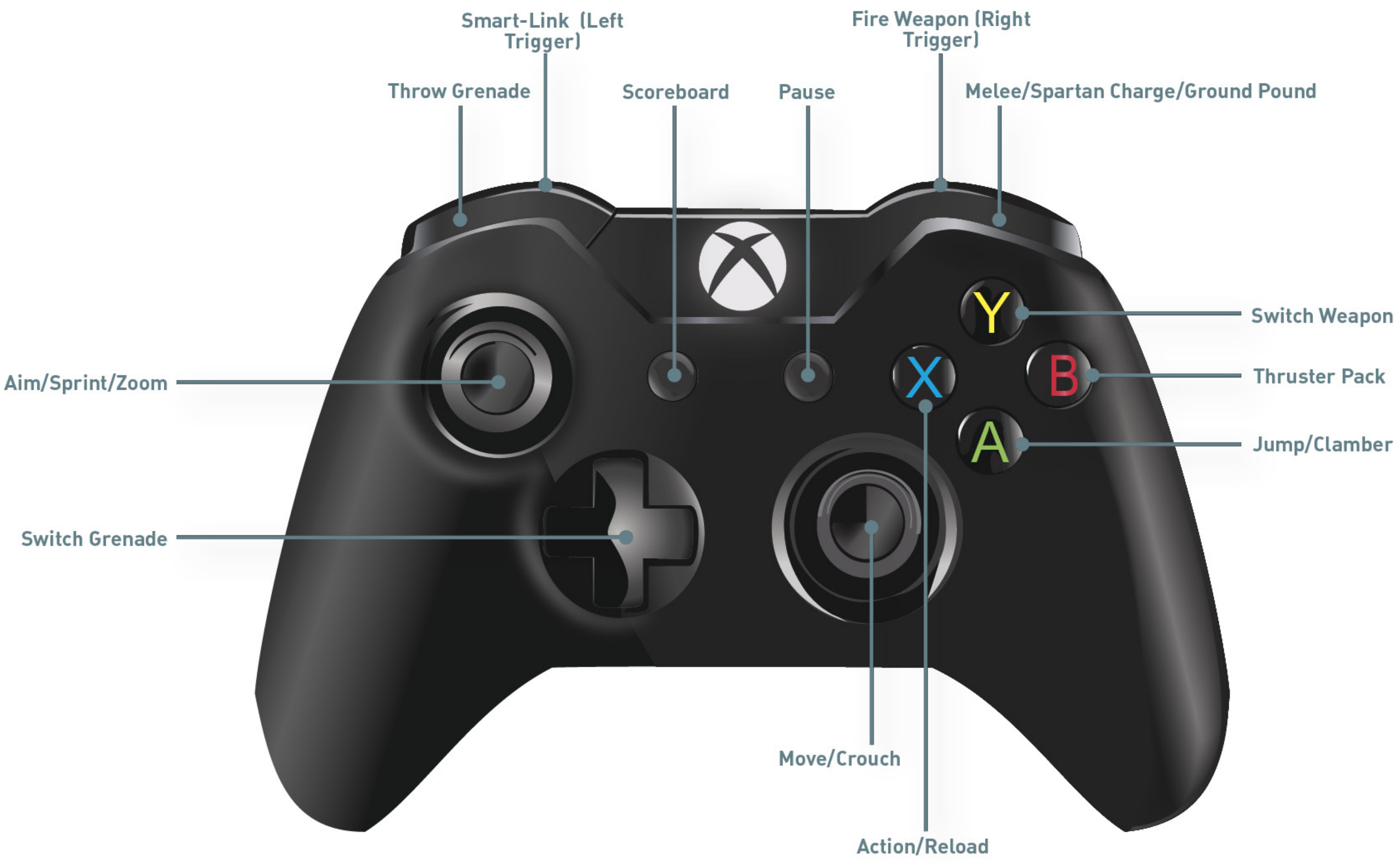
REQ Level: In Warzone, this status bar shows your progress to attaining the next REQ Level. The number on the left side of the bar represents your current REQ Level, and the number on the right shows the next REQ Level. New REQ Levels are acquired by scoring kills, earning medals, defeating Bosses, and capturing objectives.

Energy: In Warzone, these green, hexagonal icons beneath the REQ Level status bar are your Energy, rewarded for reaching new REQ Levels—your Energy correlates to your current REQ Level. Energy can be spent like currency to activate REQ Cards; interact with a REQ Station to select a REQ Card and activate it using Energy. All REQ Cards have specific REQ Level that must be met before they can be activated.

Getting Started

Controls

This is the default button layout, utilizing a familiar layout for players migrating from other shooters. Crouch is toggled by clicking down on the right thumbstick, and the Thruster Pack is activated with B. Melee is your right bumper, and Action/Reload is on X. New players will have no problem with this layout, but players with past *Halo* experience might have an issue with this configuration. Fortunately, there are plenty of button layouts to choose from.



ALTERNATIVE BUTTON LAYOUTS

Southpaw: Southpaw is made for left-handed players, and compared to the default setting, it simply switches the Fire Weapon and Melee to the left side and the Throw Grenade and Thruster Pack ability to the right side. If you're a leftie, you owe it to yourself to try this setup.

Boxer: This is the layout for players who want to concentrate and hone their melee combat talents. Melee is now your left trigger, while Throw Grenade is your right bumper. Sprint is now B, while Crouch is the left thumbstick button. Switching to this layout can improve some players' melees since you can quickly pull the left trigger and aim melees a little more quickly and accurately.

Green Thumb: This switches the Zoom to your right bumper and Melee to your right joystick button. This is a very unorthodox button layout, with the intention of making it a little easier to scope in and shoot and allowing you to more easily use your melees. Having the Melee button on your right joystick button allows you to aim your melee and lunge without moving your thumb.

Bumper Jumper: This was an extremely popular layout in both *Halo 3* and *Halo: Reach*. The layout enables some players to jump and melee a little more easily. Jump and clamber are your left bumper, while melee is your right bumper. This allows you to have more of a "clawlike" style of play, making it easier to jump and aim. Your Thruster Pack is now X, and sprint is A. Previous bumper jumper users are likely to gravitate to this setup.

Recon: Recon was introduced in *Halo: Reach* to mimic the default button layout of *Halo 3*. Recon in *Halo 5: Guardians* is almost identical to the layout in *Halo: Reach* as well, but with the addition of X being Sprint and the left bumper controlling the Thruster Pack. Players who used the Recon configuration in

Halo: Reach should be just as proficient using this during *Halo 5: Guardians*.

Fishstick: Introduced in *Halo 4*, Fishstick is recommended if you prefer to zoom with your left trigger and melee with your right thumbstick. Give this control setup a try, although pressing in thumbsticks isn't usually as accurate as button or trigger presses.

Halo 4: This is the default button layout from *Halo 4*, with zooming activated by clicking down on the right thumbstick and crouch controlled with B. The Thruster Pack is activated with the left bumper, and grenades are thrown with the left trigger.

Pashooter: This is an all-new layout, with many similarities to Green Thumb. The main difference is that crouch and sprint have been swapped—click down on the left thumbstick to crouch and hold down B to sprint.

Helljumper: Go feet first! This new layout is a tribute to the 105th ODST Division of UNSC Marine Shock Troopers from the comic series of the same name; jump is mapped to the left bumper, while sprint is mapped to A.

▶ CONTROLLER CUSTOMIZATION

In addition to customizing your button layout, you can also adjust sensitivity, inversion, vibration, and a whole host of other options through the Controller Settings menu in the Spartan Hub.

Advanced Controller-Holding Techniques

ADVANCED CONTROLLER-HOLDING TECHNIQUES

If you want to take your game to the next level, reconsider the way you hold your controller. Pro gamers utilize a variety of holding techniques to give them split-second advantages during high-stakes tournaments. For instance, some players prefer shooting with their middle finger instead of their index finger, claiming it offers better control when aiming weapons.

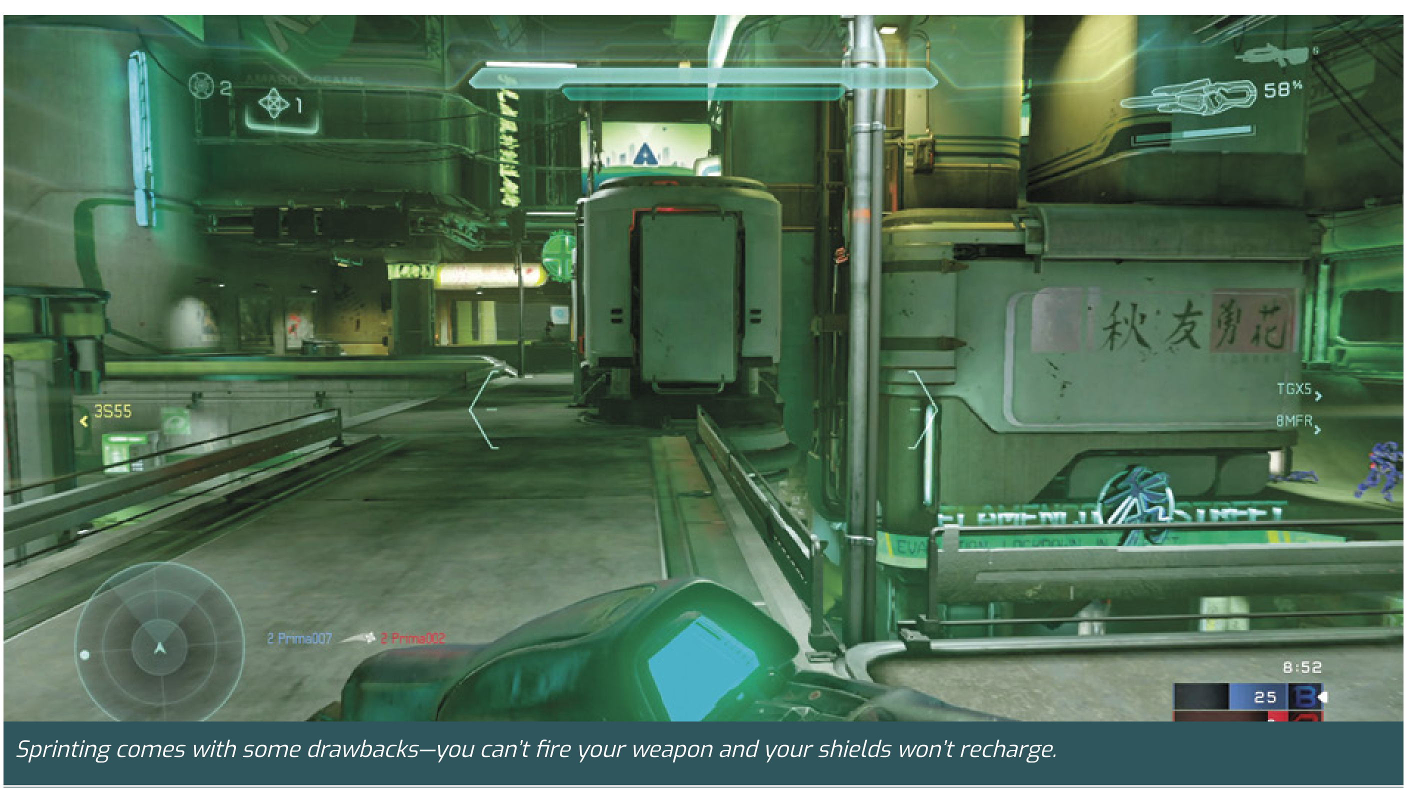
Perhaps the most common pro technique is the Claw. With this technique, you never take your right thumb off the right thumbstick. So how do you push the face buttons? Form a claw-like hook with your index finger to press A, B, X, and Y—use your middle finger to press the right trigger and bumper. Mastering this technique takes a lot of practice, but it provides a huge advantage over players who don't use the Claw technique. By keeping your right thumb planted on the right thumbstick, you can expect better accuracy and responsiveness while jumping, thrusting, and performing melees.

Getting Started

Movement

Moving your Spartan around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing upright, your Spartan runs, which is ideal for getting around areas where threats are minimal. While crouched, you move slower. However, since you are lower, you make a smaller target for opponents to hit and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched, as it is harder for the enemy to detect you. Weapon accuracy is also increased while crouched. So when engaging distant targets, make a habit of dropping to a knee before firing a shot.

SPRINT AND SPARTAN CHARGE

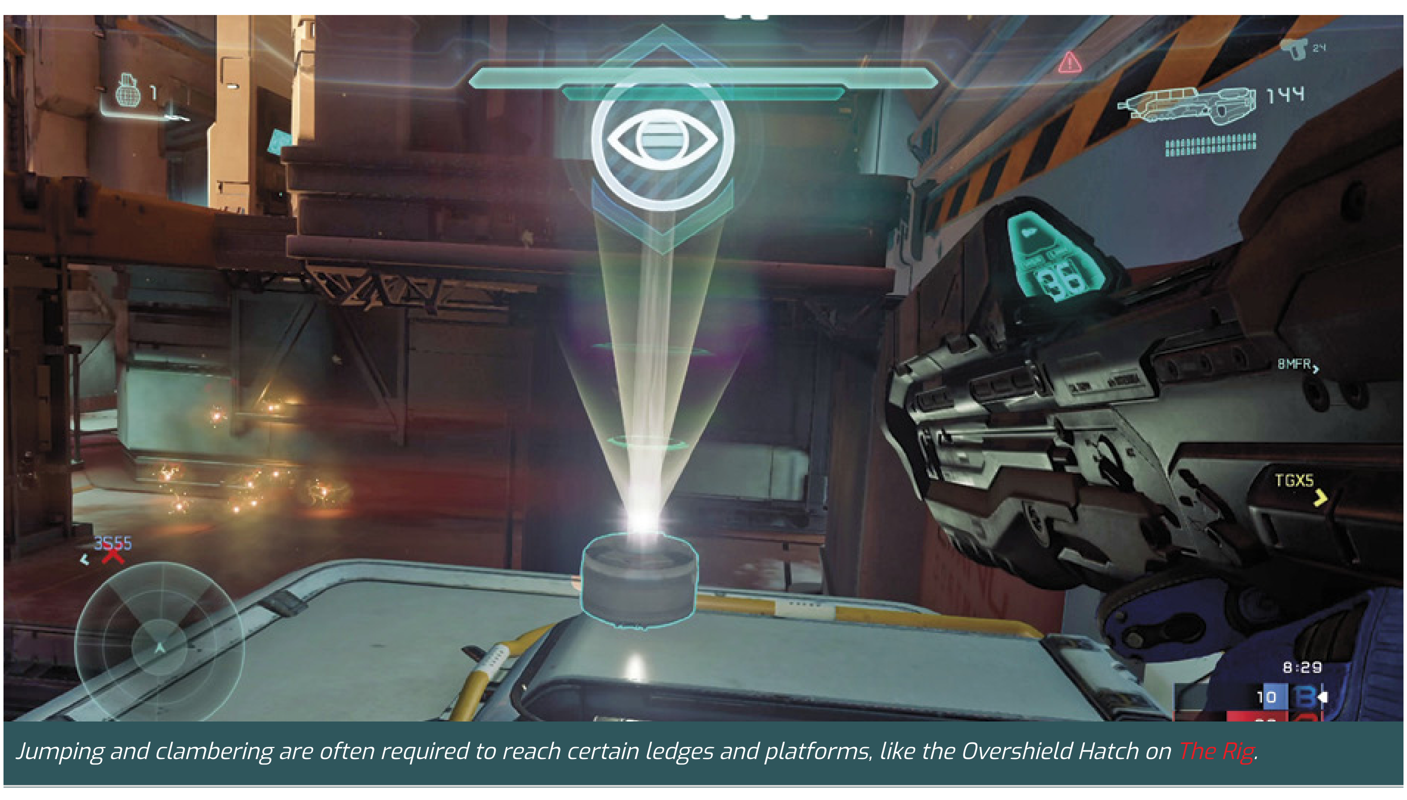


Sprinting comes with some drawbacks—you can't fire your weapon and your shields won't recharge.

At times, it is better to move fast, by sprinting. Spartans now have unlimited sprint ability. But there are some drawbacks. You can't fire weapons while sprinting, but you are much more difficult for the enemy to hit. Also, your shields won't regenerate during a sprint—consider sprinting to cover to allow your shields to recharge. Sprint when you have to cross a dangerously open piece of ground, dashing from one position of cover to another. But avoid sprinting in tight confined spaces where you're likely to encounter enemy Spartans.

If you happen to encounter an opponent at close range while sprinting, perform a melee strike to initiate a Spartan Charge—the bracket icons flanking the reticle indicate when a Spartan Charge can be performed. The Spartan Charge activates your Thruster Pack, allowing you to deliver a devastating, linear shoulder bash. A properly aligned Spartan Charge can take out an opponent's shields. Or if the opponent is already weak, a Spartan Charge can finish them off.

JUMP AND CLAMBER



Jumping and clambering are often required to reach certain ledges and platforms, like the Overshield Hatch on The Rig.

Jumping in *Halo* remains largely unchanged over previous installments. But if you're new to the game, getting used to a Spartan's impressive jump ability can take some practice. Compared to other shooters, jumping feels a bit "floaty" in *Halo*, given the distance Spartans can cover and the relatively slow rate of descent. The smooth mechanics of jumping allow for greater tactical opportunities—feel free to open fire and toss grenades while flying through the air.

While standard jumps are adequate for reaching some ledges and other elevated platforms, the ability to clamber allows Spartans to reach new heights with ease. While jumping toward a ledge, press the Jump button as you make contact to perform a clamber—your Spartan will reach out, grasp the ledge, and pull themselves up. Clambering only takes a fraction of a second, but it leaves you vulnerable—you can't fire your weapon or throw a grenade during the clamber animation. Still, this is a very minor drawback.

▶ SLIDE

If you crouch while sprinting, your Spartan will perform a slide, skidding across the ground. This is a good way to change levels during close-quarter encounters, ducking beneath an opponent's aim while returning fire. While sliding you can also pass through small openings.

ARMOR MOD: ENHANCED SPEED

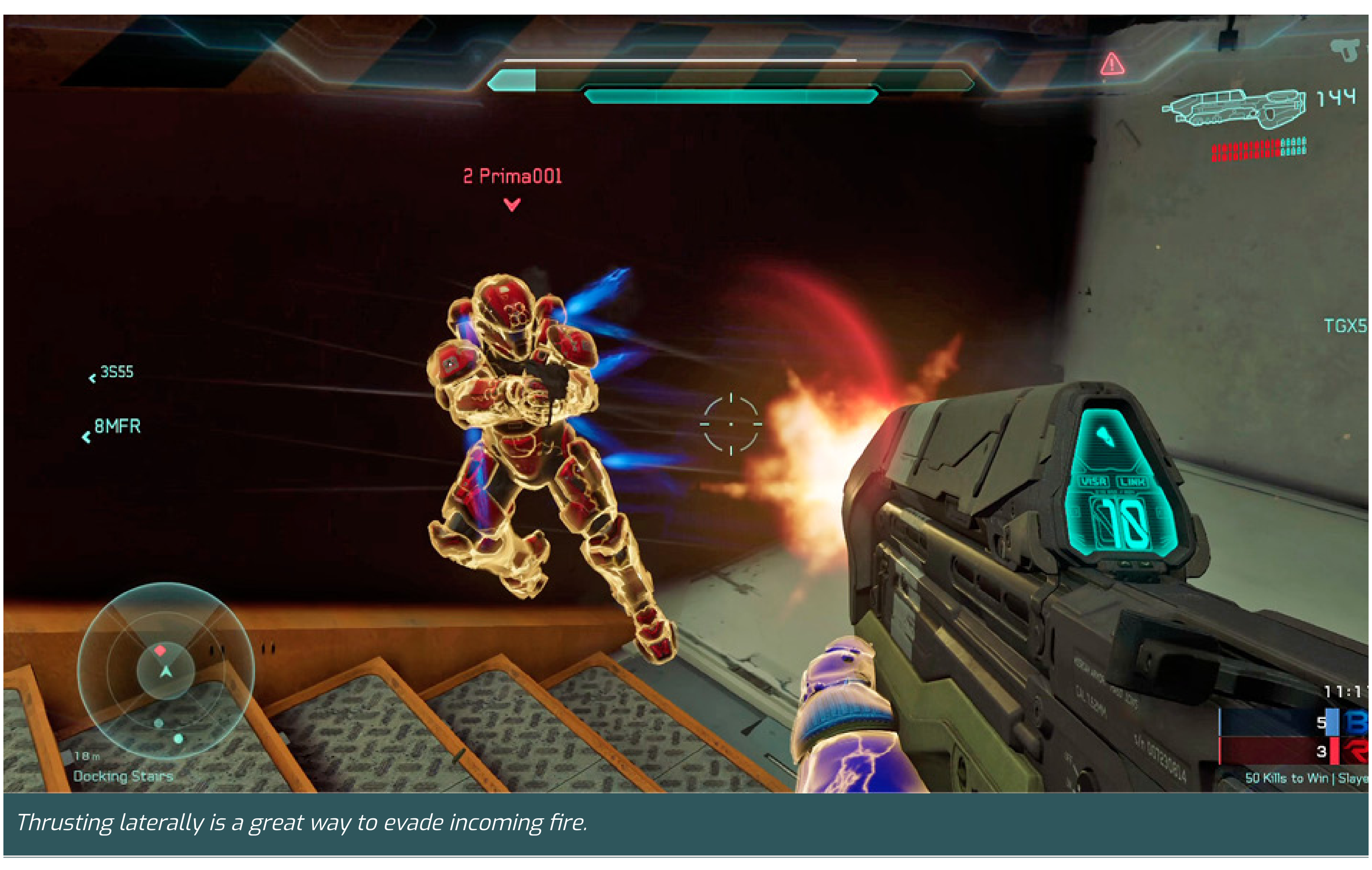
In addition to improving a Spartan's speed, the Enhanced Speed armor mod (available as a REQ Card in Warzone) also increases jump height. When this armor mod is equipped, it's slightly easier to access those hard-to-reach spots.

Thrust

THRUST

The Thruster Pack is a new addition to *Halo 5: Guardians*. But don't confuse it for a jetpack. This device delivers a sudden burst of speed, giving Spartans the ability to rapidly thrust in any direction, which is ideal for evading enemy attacks. While moving, press the Thrust button to activate the Thruster Pack—you'll automatically boost in the direction you're currently moving. For best results, thrust laterally during engagements to evade incoming fire. Thrusting can also allow you to pull off some impressive jumps. At the apex of your jump, thrust to push your Spartan farther through the air.

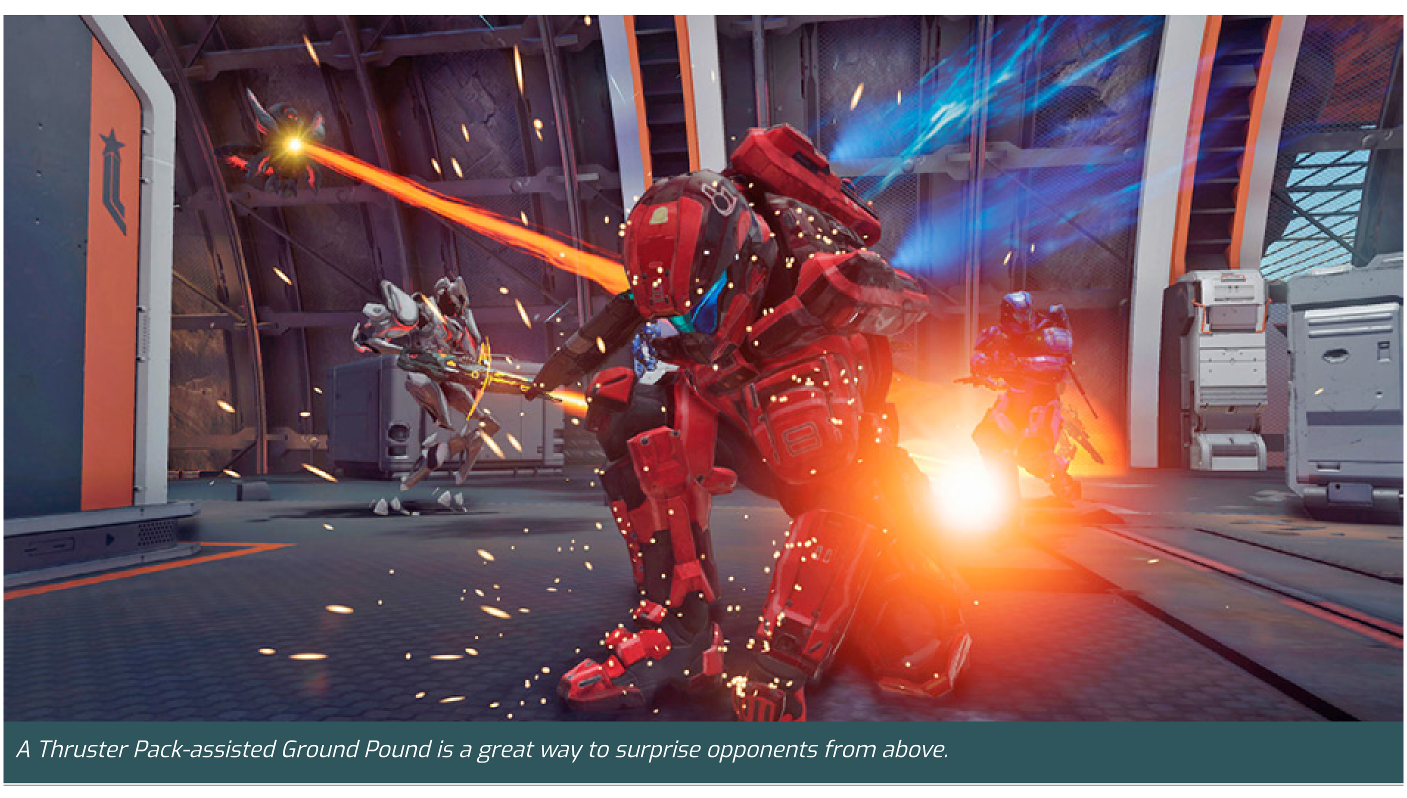
The Thruster Pack cannot be activated continuously. It must recharge after each activation, taking approximately four seconds. A red triangle icon (with an exclamation point) appears in the top right corner of the HUD when the Thruster Pack is recharging. When this icon disappears, the Thruster Pack is back online.



Thrusting laterally is a great way to evade incoming fire.

GROUND POUND

Gaining a height advantage isn't beneficial only for ranged attacks. You can now use elevated positions to perform devastating Ground Pound attacks. At the apex of a jump, press and hold down the Melee button to initiate a Ground Pound. This causes the camera to pull out to a third-person view as a large white reticle appears on the ground below—this is your point of impact. While you hold down the Melee button, your Spartan remains floating in the air for a limited time, so pick a target area quickly before you're shot out of the air. When you release the button, your Spartan thrusts toward the ground, impacting the target zone with a thunderous concussive force. Damage dealt by Ground Pounds varies, based on your height prior to impact—the higher you are when initiating the attack, the more damage you'll inflict. While this is novel and extremely satisfying, don't get distracted by trying to score Ground Pound kills. If you see an opportunity, go for it, but never force it—there are usually more effective ways to take down your opponents that don't require you to surrender the high ground.



A Thruster Pack-assisted Ground Pound is a great way to surprise opponents from above.

▶ STABILIZE

When jumping and aiming your weapon through Smart-Link, your Thruster Pack activates, slowing your descent. This is called stabilizing. This gives you a bit more air time to line up shots. Consider jumping up, over a piece of cover, then firing a few shots during your slow descent. The stabilize ability is also useful for performing difficult jumps when used in conjunction with thrusting.

PRIMA GAMES

HALO 5 GUARDIANS

MULTIPLAYER

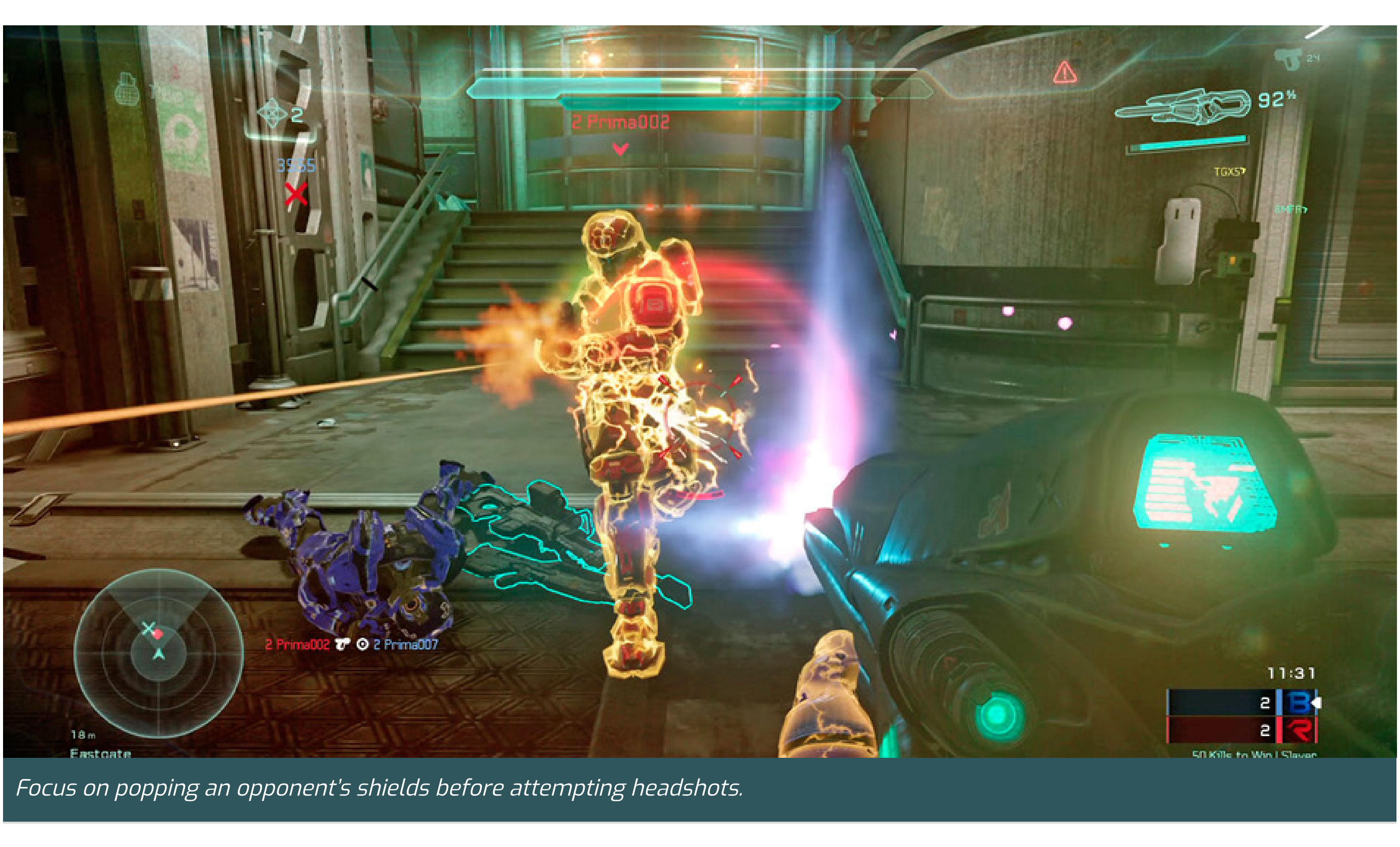
Getting Started

Combat Fundamentals

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to place you in a position where you can deploy your weapons, engaging and eliminating the enemy. And when it comes to weapons, *Halo 5: Guardians* has you covered.

WEAPONS

Regardless of game mode, you always have two weapons in your possession, shown in the upper right corner of the HUD. The reticle in the center of the screen is the aiming point for the equipped weapon. Simply place the reticle directly over the target and then squeeze the trigger. This is called firing from the hip. In some games, firing from the hip is penalized with a noticeable reduction in accuracy. But in *Halo's* fast-paced matches, firing from the hip is recommended. The Smart-Link system guarantees reasonable accuracy, even while running and jumping. However, when precision counts, aim down the weapon's sights for greater magnification, which is ideal for scoring headshots once an opponent's shields have been popped. The magnification offered by Smart-Link varies from weapon to weapon, but you can usually expect a 1.5x to 4x zoom level.



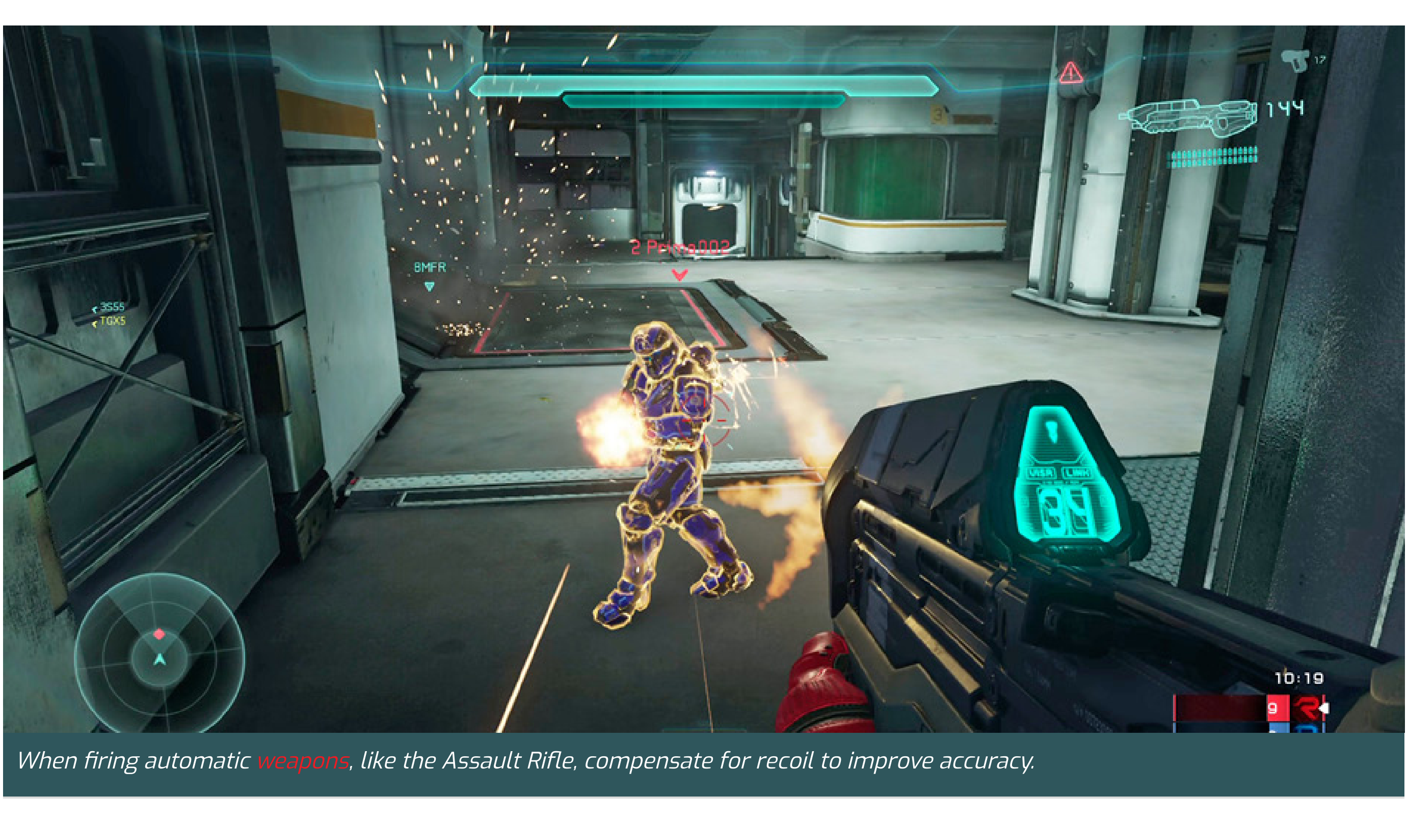
Focus on popping an opponent's shields before attempting headshots.

WEAPON PADS

In Arena matches, power weapons like the Sniper Rifle, Rocket Launcher, and Plasma Caster appear on Weapon Pads. Most matches revolve around controlling these devastating weapons, so waste no time rushing for Weapon Pads at the outset of a match.

Recoil Management

In *Halo*, most weapons exhibit some form of recoil, ranging from mild to harsh. Each shot fired usually causes the muzzle to climb. As the muzzle climbs, follow-up shots may miss the intended target completely. When you're firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of shots on target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. As you get more comfortable with the weapons, compensate for muzzle climb by applying slight downward pressure on the right thumbstick. This allows you to fight the recoil, helping keep the weapon on target.



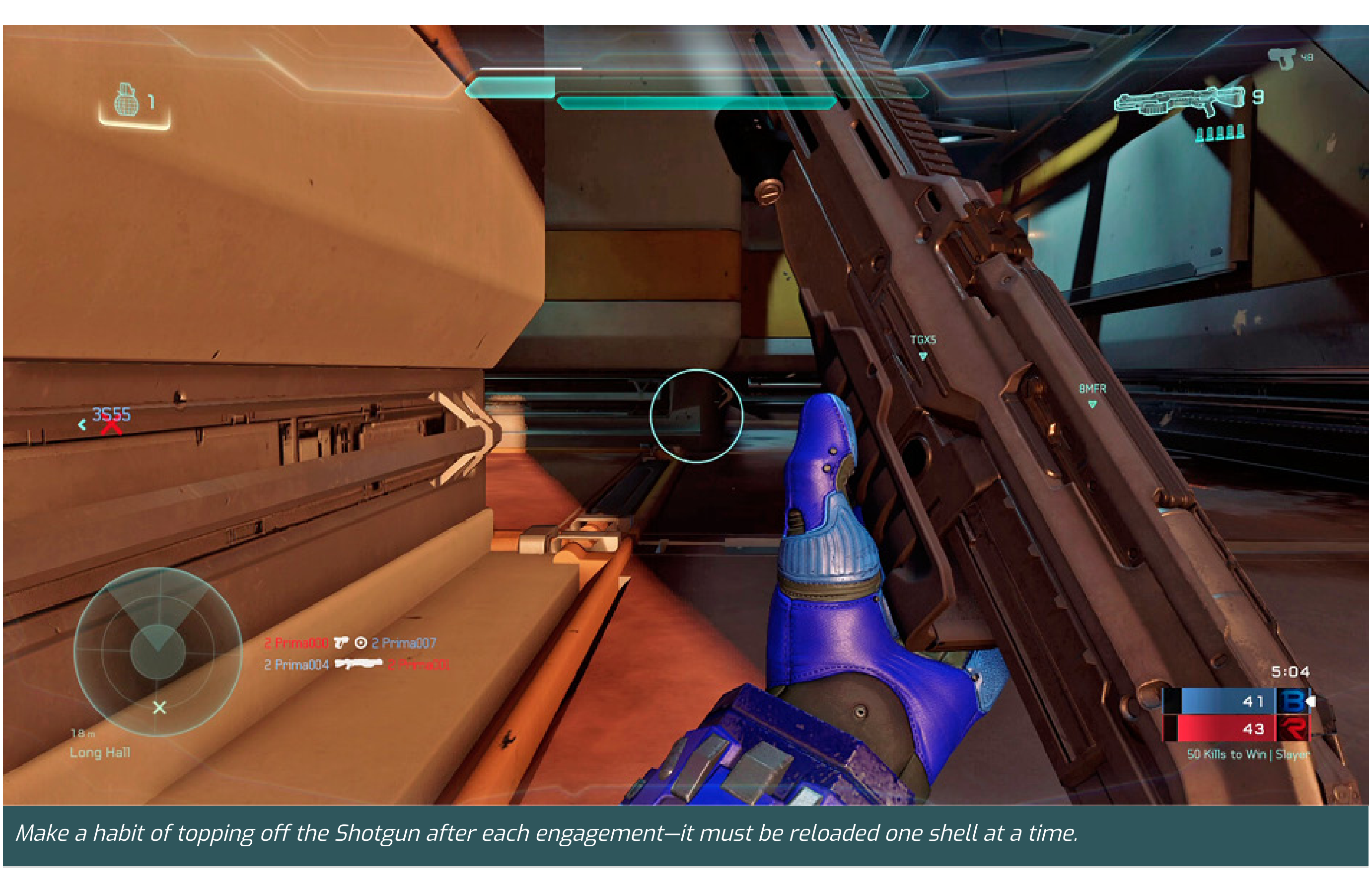
When firing automatic weapons, like the Assault Rifle, compensate for recoil to improve accuracy.

ATTACHMENT: STABILIZATION JETS

Some Assault Rifles, Battle Rifles, DMRs, and SMGs are equipped with Stabilization Jets. This attachment counters a weapon's recoil, practically eliminating muzzle climb. Activate these REQ Cards during Warzone matches for improved accuracy.

Reloading

At some point you'll need to reload your weapons. While reloading, you're very vulnerable, so make an effort to find cover or have a teammate watch your back. For most weapons, rounds are loaded in detachable box magazines that are then inserted into the firearm. The capacity of magazines differs greatly based on the type of weapon you're using—the Sniper Rifle's magazines only hold four rounds, while the SAW's drum magazines can hold 72 rounds.



Make a habit of topping off the Shotgun after each engagement—it must be reloaded one shell at a time.

It's best to reload your weapon after each major engagement, when you have a few rounds left in a magazine. This means a round is already chambered in the weapon, reducing the duration of the reload animation. If you fire a weapon until it runs dry, a reload animation automatically begins. But this time, the weapon's chamber is empty, requiring your Spartan to chamber a fresh round after seating a new magazine. While this extra action may only take a second longer, one second can make all the difference during a heated firefight.

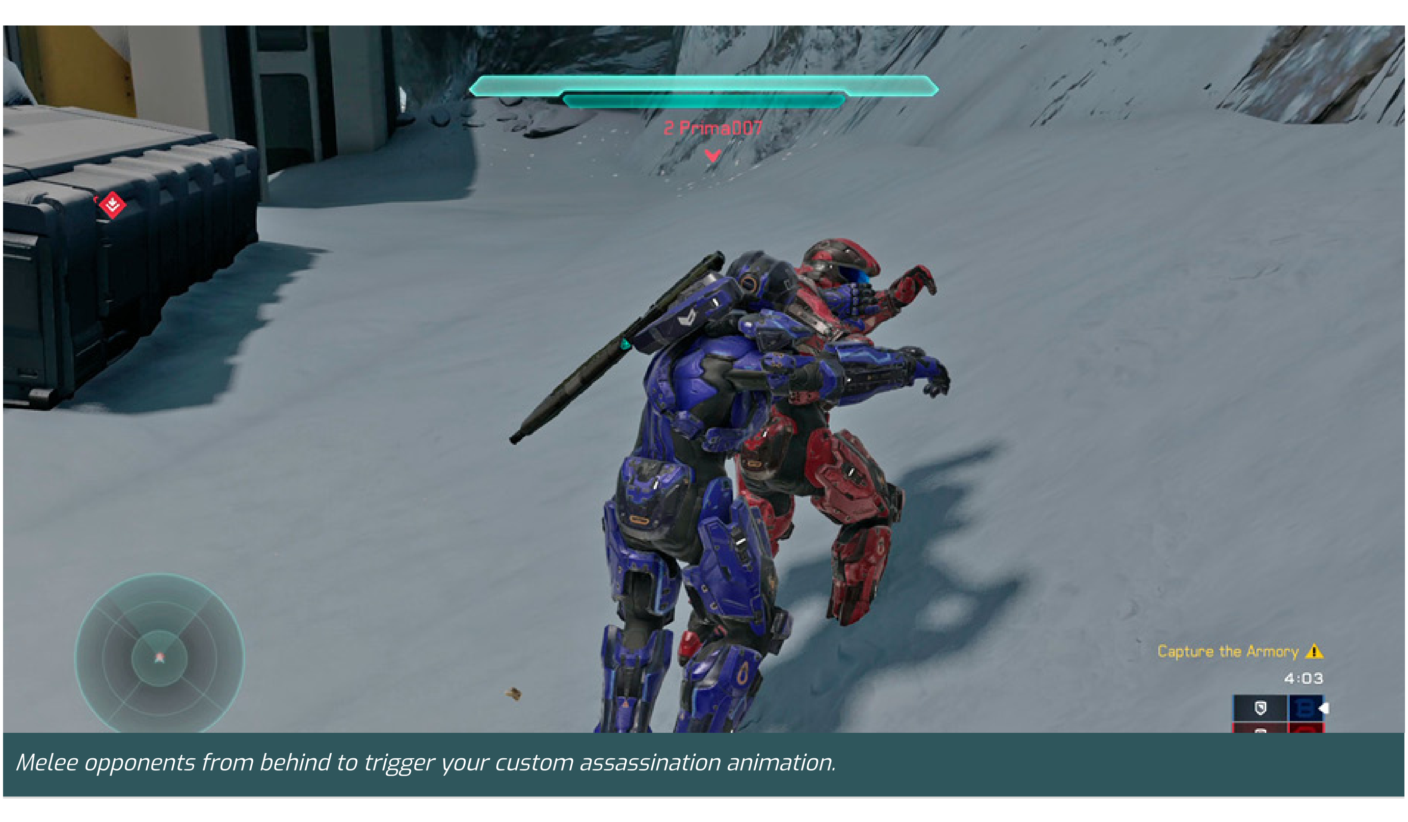
Reloading should be a conscious decision and not a reaction. Many players get in the bad habit of reloading after each kill, leaving them open to retaliation by their victim's teammates—who are usually lurking around the next corner. So quickly analyze the situation before initiating a reload, ensuring you're in a relatively safe, covered location. If in the middle of a firefight, it's always faster to swap weapons than it is to complete a reload.

ARMOR MOD: REFLEX ENHANCERS

The Reflex Enhancers armor mod, available as a REQ Card in Warzone, improves all weapon handling, increasing the speed of reloads, weapon switching, grenade throws, and more. It also allows you to reload your weapon while sprinting.

MELEE COMBAT

Halo's chaotic close-quarter battles provide many melee opportunities. Instead of reloading or switching to another weapon, it's often more beneficial to finish off a weak opponent with a quick melee strike—or thrust toward them and perform a Spartan Charge. Don't be afraid to play aggressively, particularly at close range. The first Spartan to land a melee strike is usually the one to win a point-blank duel. Or if you've managed to flank an unsuspecting opponent, melee them from behind to perform a satisfying assassination. You can customize the assassination your Spartan performs by acquiring new REQ Cards.



Melee opponents from behind to trigger your custom assassination animation.

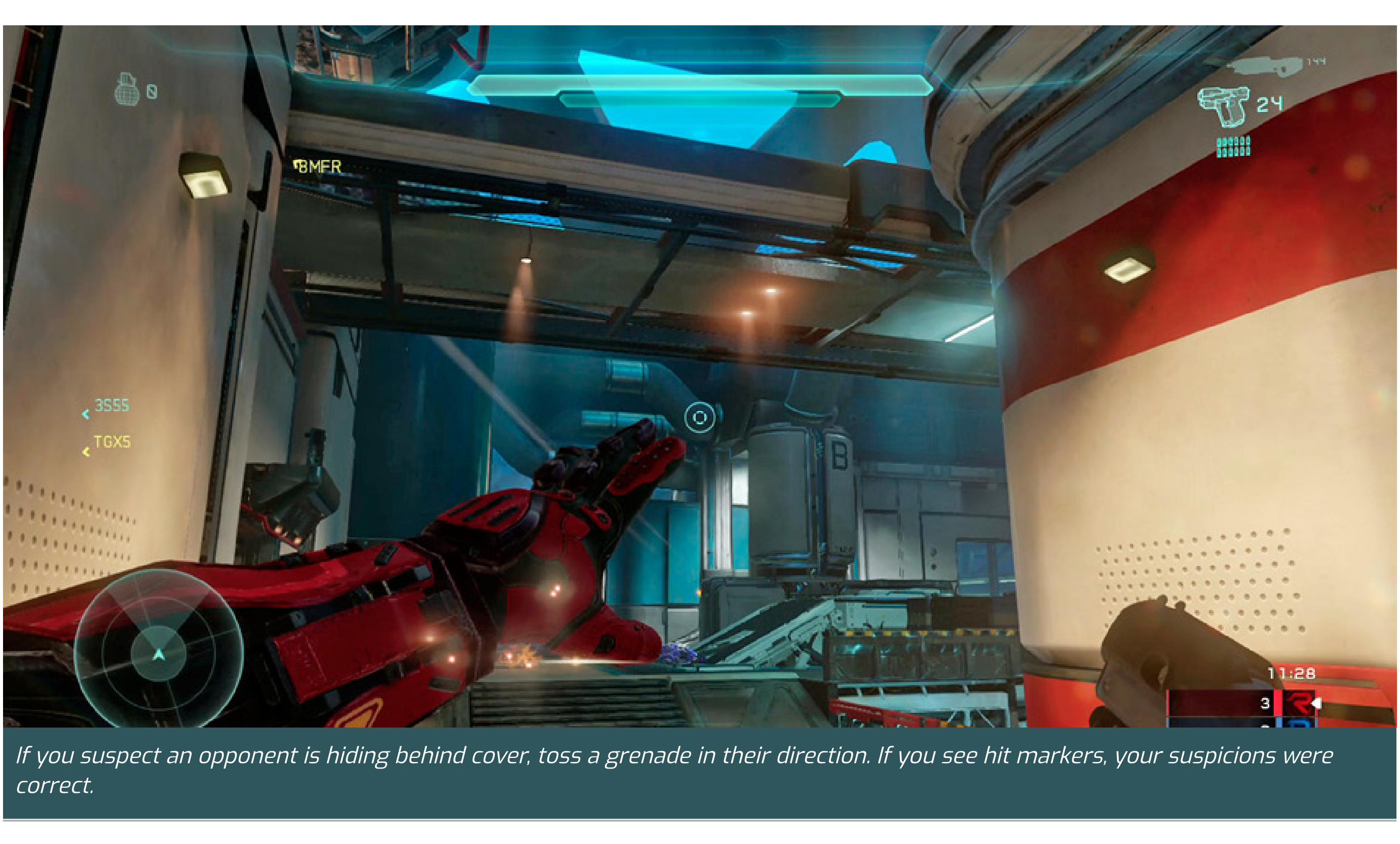
ATTACHMENT: ENERGY BAYONET

Want to inflict more melee damage? Choose an Assault Rifle, Battle Rifle, DMR, or SMG equipped with an Energy Bayonet attachment. These variants, available in Warzone as REQ Cards, not only boost damage but also increase the range of melee attacks.

Grenades

GRENADES

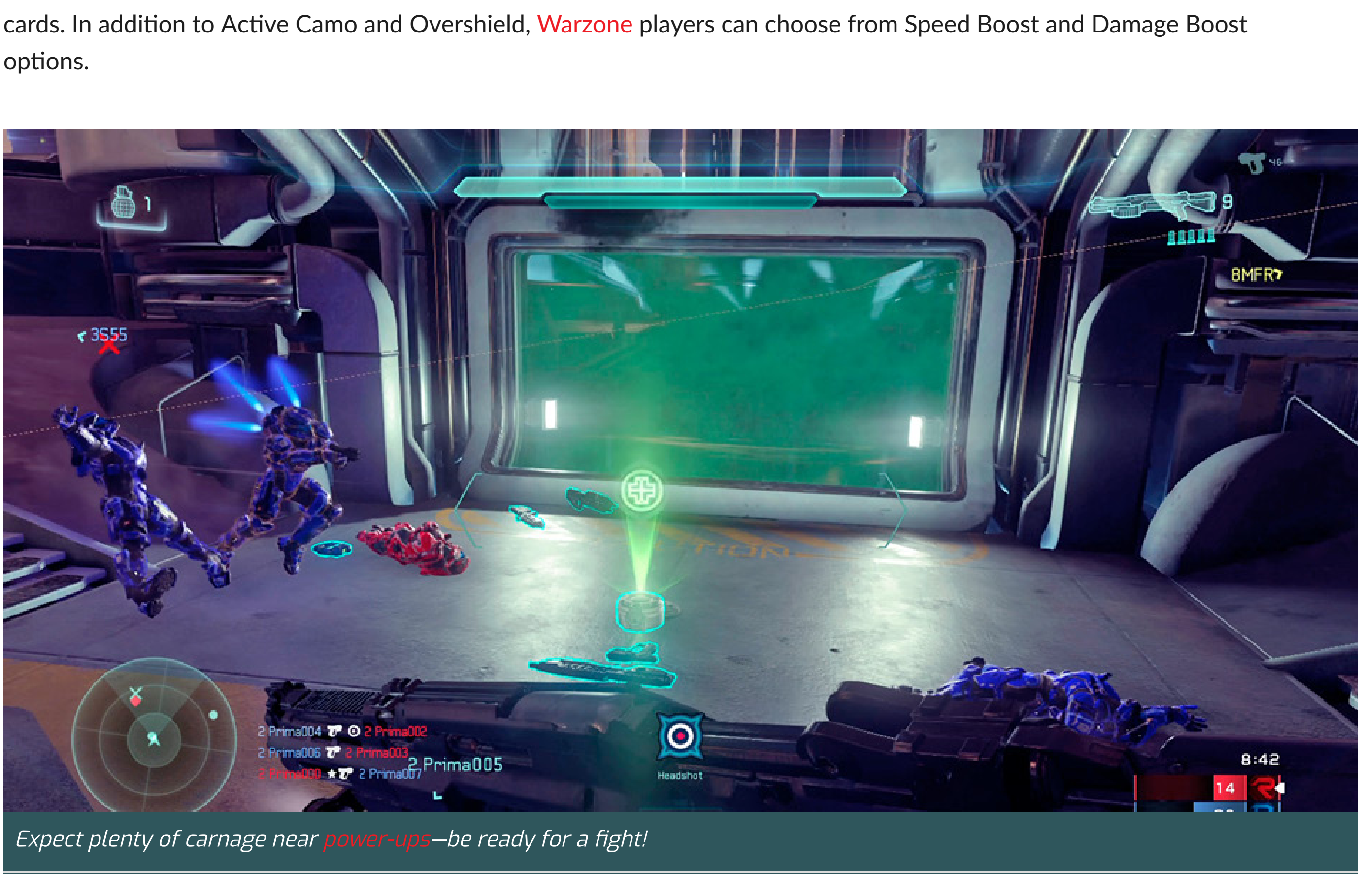
Grenades have always played a big role in *Halo*, and the tradition continues in *Guardians*. Each Spartan can carry up to six grenades, two of each type. Use the directional pad to cycle through the grenades in your inventory. Grenade deployment is as easy as ever—press the Throw Grenade button to toss a grenade forward, using the reticle as a rough aiming indicator. Grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw. But before throwing a grenade, understand how each one functions. The standard-issue Fragmentation Grenades utilize a timed fuse, allowing them bounce around before exploding—try bouncing them around corners or skipping them across surfaces for increased range. Plasma Grenades stick to surfaces before detonating, while Splinter Grenades create impassable barriers consisting of proximity-triggered explosives.



If you suspect an opponent is hiding behind cover, toss a grenade in their direction. If you see hit markers, your suspicions were correct.

POWER-UPS

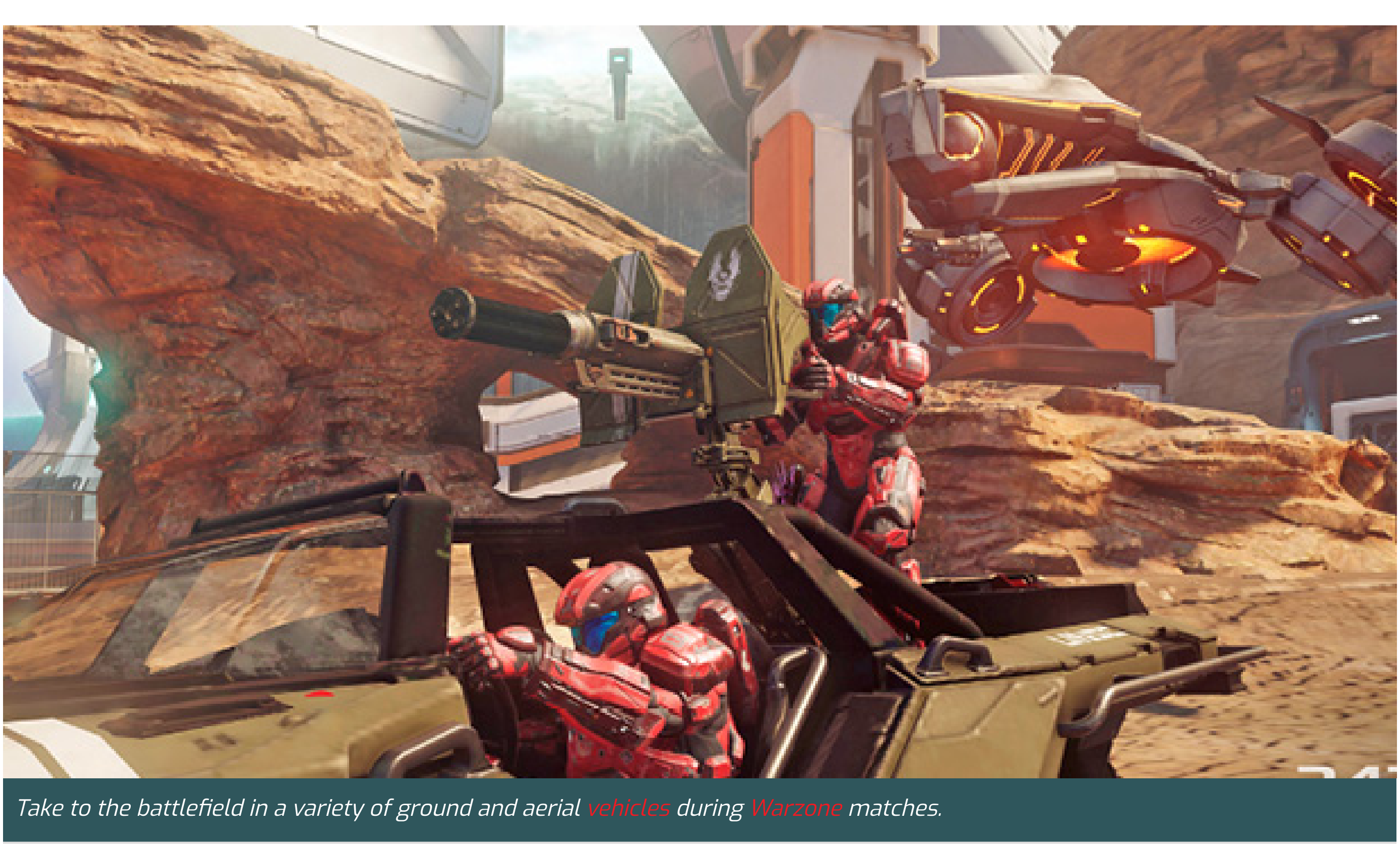
During Arena matches, there are two key power-ups available: Active Camo and Overshield. Equipping Active Camo renders your Spartan invisible for a limited time, allowing you to sneak around a map and attack unsuspecting opponents. But the cloaking effects of Active Camo are disabled when sprinting or firing a weapon. So be careful to not expose your location. Overshield gives your Spartan an extra layer of shields, tripling their durability. While it's equipped, your Spartan emits a very noticeable green glow, instantly communicating your durable status to opponents. While Overshield can absorb a lot of damage, it does not recharge. So keep an eye on the green shield bar at the top of the HUD—once it's gone, consider dialing back any aggressive plays. Power-ups take the form of REQ Cards in Warzone matches, activated from a player's collection of cards. In addition to Active Camo and Overshield, Warzone players can choose from Speed Boost and Damage Boost options.



Expect plenty of carnage near power-ups—be ready for a fight!

VEHICLES

The new Warzone game mode allows players to activate vehicle REQ Cards, adding to the intensity of these battles. Each vehicle has its strengths and weaknesses. As the operator of a vehicle, it's up to you to exploit each vehicle's strengths while guarding its weaknesses. No matter what vehicle you're in, there are always threats you need to prepare for. For example, if driving a hulking Scorpion or Wraith, you can blast most ground vehicles with impunity, but you still need to watch out for Banshees and Phaetons, not to mention enemy Spartans equipped with heavy weapons. Thus is the balance of vehicular combat in Warzone. No matter how invincible you may feel, there's at least one threat waiting to take you out. And given the rarity of some of these REQ Cards, it's a good idea to play conservatively, leveraging a vehicle's long-range weapons to attack threats from a safe distance.



Take to the battlefield in a variety of ground and aerial vehicles during Warzone matches.

THEATER

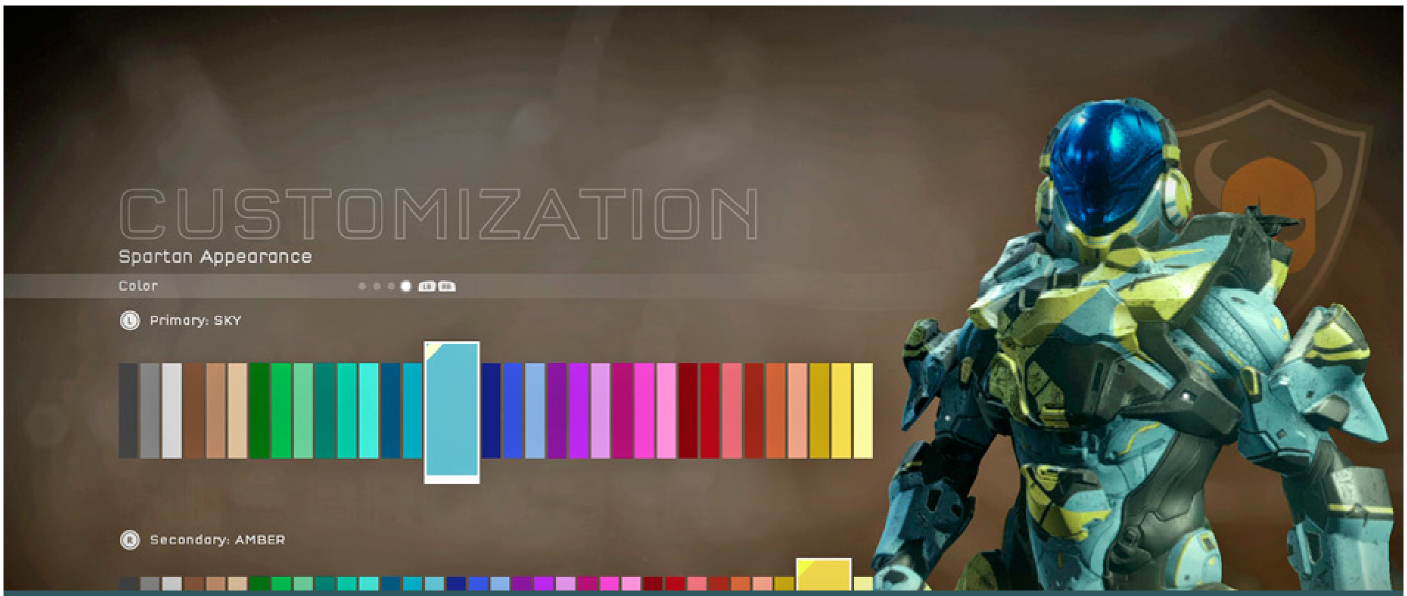
Did you just lose a close match? Consider going into the Theater to replay the events and analyze what you did wrong. First available in *Halo: Reach*, the Theater is back, accessible from the main menu. Just like professional athletes watching film of a previous game, here you can replay the events of saved matches, watching the action from multiple perspectives and angles. This is a great way to study the flow of action on maps you're not quite familiar with. Study where other players go and how they move about the map—this is a good way to discover advantageous jumps and grenade throws you may have overlooked. In addition to watching others, study your own gameplay and take note of the mistakes you made. You can also learn from your team's successes. Note what locations gave your team an advantage and how teamwork and coordinated maneuvers helped secure a victory. While playing the game is ideal for refining your skill, make frequent visits to the Theater to fine-tune your tactics.

Progression and Customization

Spartan Hub

Throughout the course of your multiplayer career you earn experience points (or XP) while playing in both Warzone and Arena matches. As you accrue XP, you also achieve new Spartan Ranks. With each rank earned you're rewarded with a Spartan Rank REQ Pack. As we'll discuss later, REQ Packs contain REQ Cards you can use to customize your Spartan in various ways. In addition to racking up XP, you can also complete specific tasks to earn medals and commendations. For more information on Spartan Ranks and medals, flip to the appendix at the back of the guide. Details on commendations are available in the eGuide.

Want to customize your Spartan or browse the REQ Cards in your collection? Then look no further than the Spartan Hub. While in the game's main menu, press the controller's menu button to access the Spartan Hub. Here you have several options:



Visit the Spartan Hub to customize your Spartan, including the color of your armor.

Career: Review your service record, commendations, and mission intel.

Customization: Alter your Spartan's appearance, choosing from **different** armor, helmets, and visors. Under Spartan ID you can customize your emblem, stance, death effect, assassination, gender, and service tag. Or apply new weapon skins to your loadout weapons.

Requisitions: Here you can access the Store to purchase more REQ Packs. You can also open REQ Packs and browse the cards in your collection.

Settings: Customize your controller settings, adjusting button and thumbstick layouts as well as settings for sensitivity, inversion, crouch, and sprint. There are also audio/video settings you can adjust.

▶ EMBLEMS

Emblems are unlocked by achieving new Spartan Ranks, opening REQ Packs, completing commendation, and through marketing opportunities by retailers and partners. Use these emblems to customize your identity during multiplayer matches—the emblem appears next to your Gamertag.

HALO 5 GUARDIANS

MULTIPLAYER

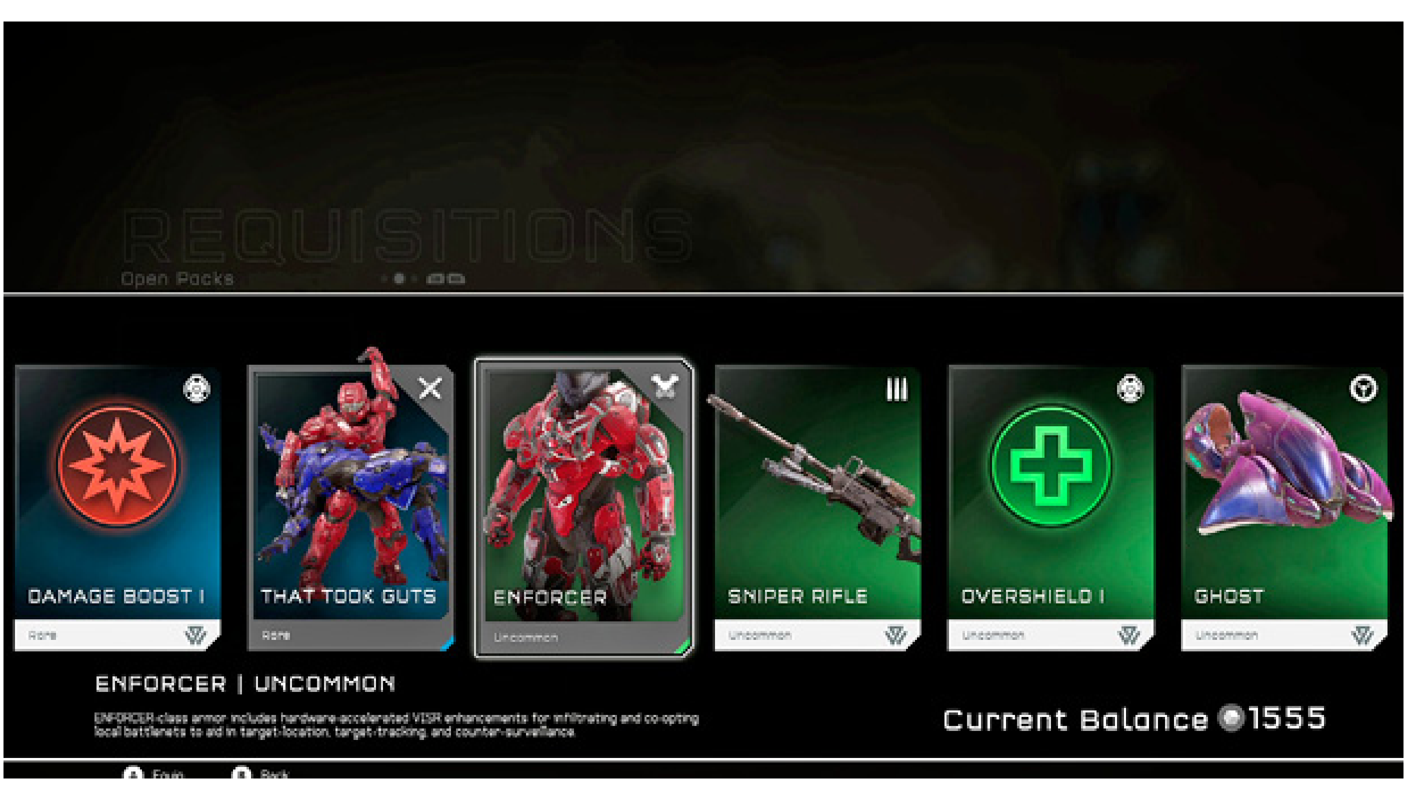
Progression and Customization

Requisition System

New to *Halo 5: Guardians* is the Requisition System (REQ System) which rewards you for your time spent in *Halo 5: Guardians*' multiplayer modes. You earn REQ Points after each match in Arena or Warzone multiplayer which can then be used to purchase REQ Packs containing a variety of Requisition Cards (REQ Cards) in the form of unlockable weapons, armors, vehicles, and more. With more than 1,000 REQ Cards available for players to collect there's an unprecedented amount of choice, creating opportunities for all-new strategies and tactics on the battlefield.

REQ CARDS

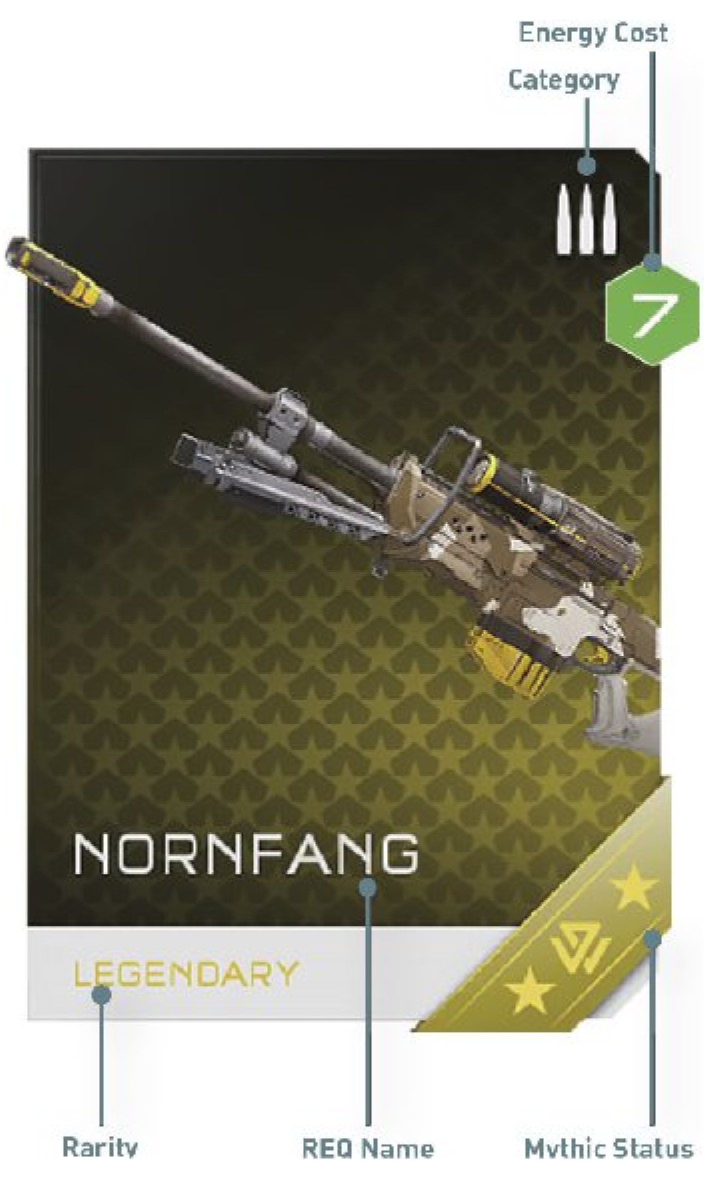
The REQ system rewards cosmetic and game-impacting requisition cards which are further broken down into two types: Permanent and Single-Use. Permanent REQ Cards can be used an unlimited amount once they have been collected by players. The types of REQ cards that are permanent are: loadout weapons, helmets, armor, emblems, visors, player stances, assassinations, armor mods, certifications, and weapon skins. Some REQ Cards are one-time use cards that disappear after they have been equipped. These are typically powerful cards. Types of REQ Cards that are single-use are: power weapons, vehicles, power-ups, and boosts—consumable XP and RP boosts are mode specific and can be used in both Arena and Warzone.



ENFORCER | UNCOMMON

ENFORCER-class armor includes hardware-accelerated VISR enhancements for infiltrating and co-opting local battlenets to aid in target-location, target-tracking, and counter-surveillance.

REQ Card Breakdown



REQ Name: All REQ cards have names, either generic or unique. Some REQs, like this Sniper Rifle, are upgraded variants with unique capabilities.

Category: This icon indicates the type of card. There are 15 different REQ Card categories, including weapons, vehicles, power-ups, armor mods,and more.

Energy Cost: Activating REQ Cards requires the expenditure of Energy during Warzone matches. The more powerful the card, the higher the Energy cost. Energy is earned by achieving new REQ Levels—defeat opponents, eliminate Bosses, and complete objectives to earn new REQ Levels.

Rarity: There are five levels of rarity: Common, Uncommon, Rare, Ultra Rare, and Legendary. Rarer cards cost more to activate but are usually more powerful.

Mythic Status: Some REQ Cards are so rare and so powerful that they can change the course of an entire battle. Such cards are marked with this ribbon.

REQ Card Categories

ICON	CATEGORY	CARD TYPE	AVAILABILITY	DESCRIPTION
	Loadout Weapons	Permanent	Warzone	Warzone allows for the use of Loadout Weapon REQ Cards. There are five base loadout weapons players can acquire via REQ Cards. You can unlock advanced versions of these weapons that have special attachments and scopes.
	Power Weapons	Single-Use	Warzone	Power weapons have been upgraded in Halo 5: Guardians. These weapons now come with new and unique behaviors.
	Vehicles	Single-Use	Warzone	Vehicle cards let you call new and fan-favorite vehicles directly into Warzone matches at a friendly Home Base or a captured garage.
	Power-Ups	Single-Use	Warzone	Power-up cards grant temporary power-ups to players, such as Active Camo, Damage Boost, Speed Boost, and Overshield.
	Armor Mods	Permanent	Warzone	Armor mods allow Spartans to augment their abilities in Warzone, such as increasing sprint speed or being able to carry additional grenades.
	Certifications	Permanent	Warzone	Once a REQ Certification has been obtained you have an increased chance of finding related REQ Cards when opening REQ Packs.
	Weapons Skins	Permanent	Arena and Warzone	Weapon skins provide the base UNSC weapons with additional colors and styles. You can apply weapon skins to loadout weapons.
	Assassinations	Permanent	Arena and Warzone	Assassination cards allow you to choose a different animation for assassinating a rival Spartan from behind.
	Stance	Permanent	Arena and Warzone	Stance cards unlock different stances for Spartans when viewed in menus. This allows you to customize and show off your Spartan's personality.
	Boosts	Single-Use	Arena and Warzone	Boost cards give you the opportunity to gain additional REQ Points or earn XP at an increased rate in multiplayer games.
	Armor	Permanent	Arena and Warzone	Unlock a variety of new and fan-favorite armor sets to customize your Spartan.
	Emblems	Permanent	Arena and Warzone	Unlock new emblems to customize player cards and multiplayer game lobbies.
	Visors	Permanent	Arena and Warzone	Unlock new and fan-favorite visors to customize your Spartan.
	Helmets	Permanent	Arena and Warzone	Helmet cards unlock new helmets for you to customize your Spartan.
	REQ Point Grant	Single-Use	Arena and Warzone	These cards reward you with REQ Points.

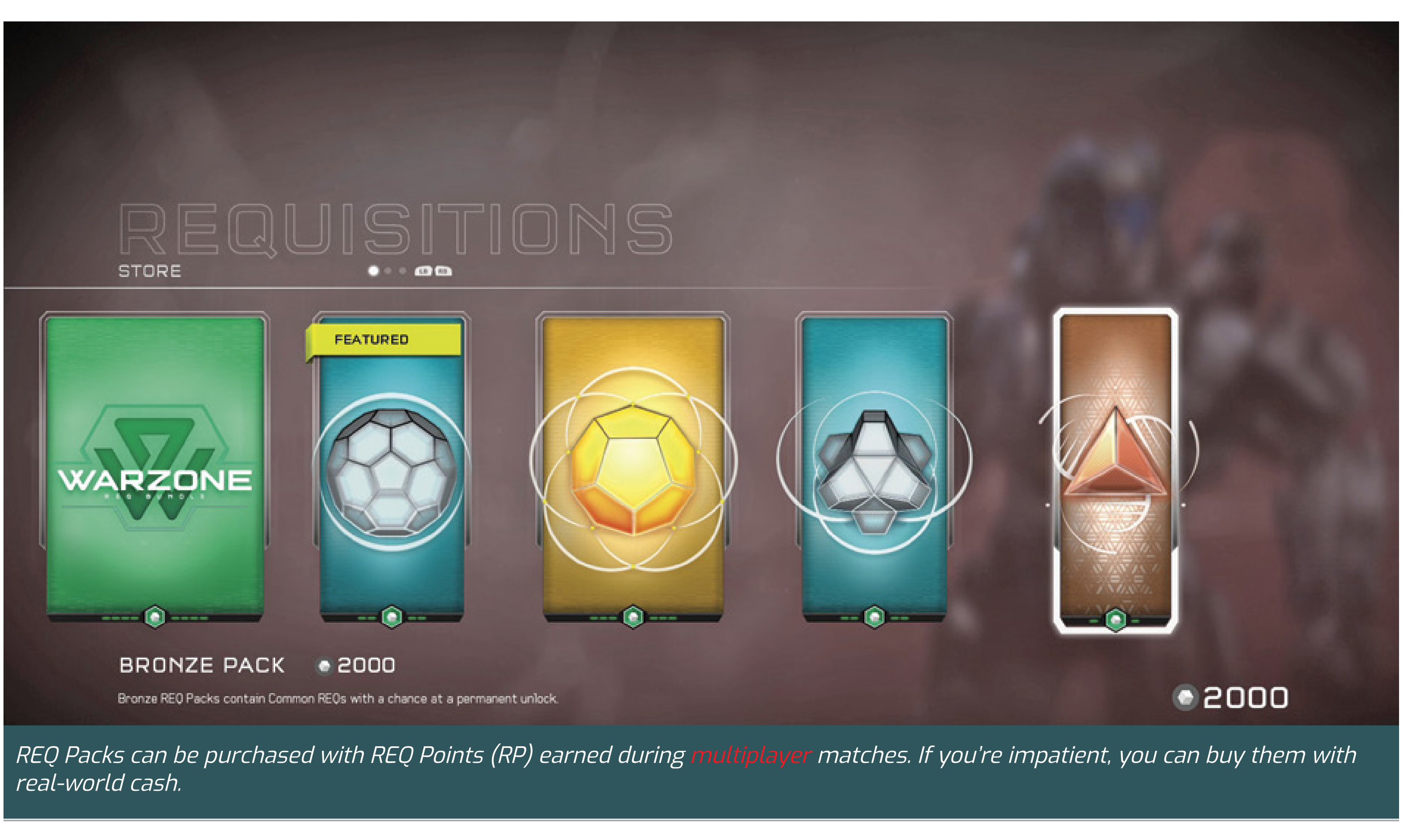
▶ SELLING REQ CARDS

If you're swimming in single-use REQ Cards you'll probably never use, consider selling them in exchange for REQ Points. The rarer the card you sell, the more RP you'll get.

REQ Packs

REQ PACKS

Have you earned some REQ Points? Consider spending them on new REQ Packs. Go to the Spartan Hub and select the Store option under Requisitions. Here you can choose from a variety of REQ Packs, each containing different types of REQ Cards. Generally, the gold REQ Pack offers the best chance of getting rare REQ Cards. In addition to buying REQ Packs with REQ Points, some are awarded for achieving new ranks or unlocked through retailer promotions. Here's a breakdown of the different REQ Packs.



Bronze REQ Packs contain Common REQs with a chance at a permanent unlock.

REQ Packs can be purchased with REQ Points (RP) earned during multiplayer matches. If you're impatient, you can buy them with real-world cash.

▶ STARTING REQS

All new players begin with 7,500 RP and 54 REQ Cards.

REQ Pack Details

PACK	NAME	COST	DESCRIPTION
	Bronze	1,250 RP	Contains Common, single-use REQs, but is also likely to unlock a new permanent REQ, if available.
	Silver	5,000 RP	Includes Uncommon to Rare REQs with the added value of two new permanent REQs, if available.
	Gold	10,000 RP	Contains a large number of REQs ranging from Uncommon to Legendary. Guaranteed two new permanent REQs, if available.
WARZONE	**Premium**	–	Provides a larger number of REQs with an increased chance of receiving higher levels of rarity and more permanent REQs, if available.
152 40 2	**Spartan Rank**	–	Rewarded as you increase your Spartan Rank through the experience earned in Arena and Warzone. As your rank increases so does the value of the REQ Pack rewarded.
	Commendation	–	Rewarded as you complete specific challenges while playing in Warzone or Arena matches. These packs include emblems and single-use REQs.
	Promotion	–	Available through various retailer promotions, often containing predetermined rewards.
	Supply	–	Obtained by purchasing select Halo licensed products. Offered in three levels: Basic, Intermediate, and Advanced.

WARZONE REQ BUNDLE

If you purchased the Limited Edition, Limited Collector's Edition, or a Limited Edition Xbox, you'll receive the Warzone REQ Bundle, delivering two Premium REQ Packs per week for seven weeks.

Tactical Primer

Pro Gamer Profiles

Three long-time *Halo* veterans contributed to the guide, ensuring the authenticity and accuracy of the multiplayer content. So before you read any further, take a moment to meet the pros. Combined, Walshy, Elamite, and Cpt Anarchy have nearly 30 years of professional gaming experience—pay close attention as they offer their unique insight on *Halo 5: Guardians'* competitive game modes.

WALSHY

Name: David "Walshy" Walsh

Twitter: @Walshy

Age: 31

From: Grand Rapids, Michigan

Professional Player: 2002-2012

Favorite Game Type: Capture the Flag

Favorite Map: Truth

Favorite Weapon: Battle Rifle

Favorite Power Weapon: Sniper Rifle

Favorite Vehicle: Warthog

Controller Settings

Buttons: Recon

Sticks: Default

Inversion: Inverted

Sensitivity: 3

Crouch: Hold to crouch

Auto-Stabilize: Off

Claw or Not: Claw

Notable Gaming Accomplishments

» Won 30-plus national/worldwide tournaments on five different video game titles

» Was personally sponsored by such brands as Red Bull, Sony Ericsson, Old Spice, and Stride Gum

» Three-time MLG National Championship winner in 2004, 2005, and 2007

» Won the MLG 2007 National Championship with Final Boss team without dropping a single game

» Won a $43,000 Dodge Charger SRT8 in GameStop's *Battlefield 2: Modern Combat* tournament

Bio

David "Walshy" Walsh is one of the most recognizable names in the professional *Halo* scene. Walshy won more than 30 national *Halo* events from 2002 until his retirement in 2012 and was one of MLG's first players to be signed to a $250,000 management contract. Although Walshy retired from competing in tournaments in 2012, he is still heavily involved with the *Halo* scene by streaming online, creating YouTube videos, commentating at every major tournament, and expanding *Halo*'s audience with annual promotional events in China, South Korea, and Singapore.

Walshy Tips

» **Watch and learn.** Theater mode isn't just for watching that sweet killing spree you got last game. In fact, the majority of my games that I watched when I was competing were the games I lost or played poorly. I mostly pay attention to my deaths and use a risk/reward assessment to determine if a death was something that could be avoided with the knowledge I had at the time. There are plenty of times in *Halo* where someone might pull off a great flank on you or you might miss a Battle Rifle shot; those deaths are unavoidable and shouldn't be judged. Instead focus on what is within your control and try to find situations where you have recurring deaths, then experiment with a different route.

» **Are you not entertained?** Spectator mode isn't only a great medium of entertainment to watch the top pros play—you can use it to take notes and watch how the pros move across the map and work together.

» **Be well rounded.** It's great to be an expert with a specific weapon or role, but being a well-rounded player is important if you want to make the biggest contribution to your team. All the best players have specialties—mine were objective work and close-quarter combat—yet they still know how to do everything at a high level.

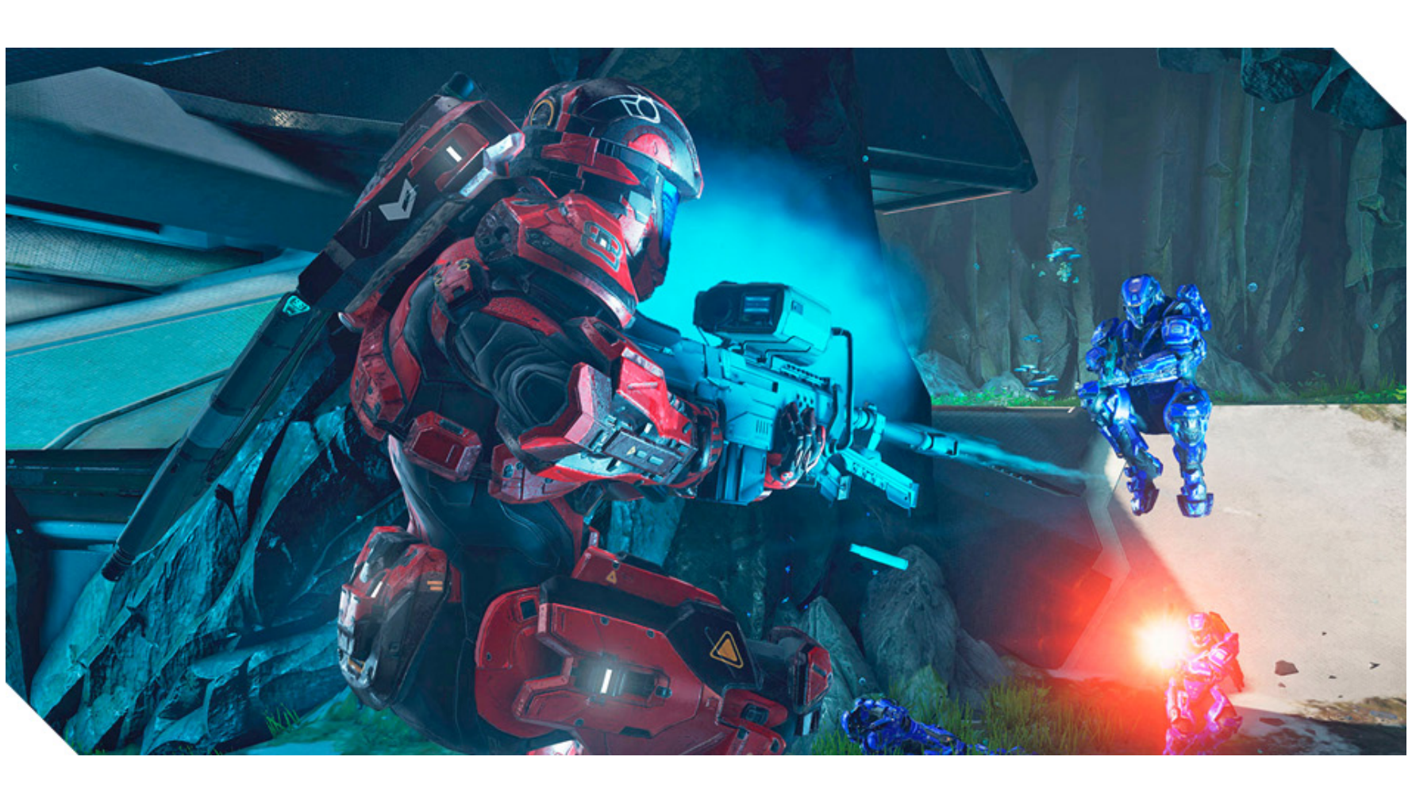
» **Find your sensitivity level.** One recurring question I get from players is "What sensitivity should I use?" It's a tough one to answer because each player is different and has varying levels of control over their aim. My best advice is to find the highest sensitivity that you can play on where you can still consistently win your mid- to long-range battles. The majority of pros in every previous *Halo* played on a sensitivity between 3 and 5 because it gave them the steady aim needed to win the long-range fights and the look speed needed for close encounters.

» **Have fun.** This should be the easiest tip since you are playing a video game, but I know when I was pursuing a professional career in gaming that sometimes I would take the fun out of the game and perform worse because of it. If you aren't enjoying the game, make sure to take a break from competitive play once in a while to enjoy one of the many fun game modes that *Halo* has to offer.

A Chat With Walshy

Prima Games: Before we dive into *Halo 5: Guardians*, let's just talk about the series as a whole. You've been playing *Halo* as long as anyone. What initially drew you to the game? What sets it apart from other competitive shooters?

Walshy: What initially drew me to *Halo* was its skill and strategy. I remember the first time playing against my older brother Jason, and every time I died it was because he had better aim and played smarter than me. *Halo* is set apart from other competitive shooters for multiple reasons, such as aiming skill, strategy, and teamwork. The aiming skill is easy for casual players to pick up but still impossible for professionals to perfect. The strategy is always changing, with players finding better setups and more efficient objective routes. The teamwork has separated players at the top ranks–you can't be a lone gun in the team-based games and expect to win.



PG: Was there a particular moment when you realized you had the skills to go pro? What were those first tournaments like?

Walshy: I was the best out of my friends after playing for a few months. *Halo: CE* wasn't on Xbox Live, and I wanted to test my skills against others, so in 2002 I went to a tournament down in Nashville, Tennessee, where I placed fifth out of about 300 people in the individual event. The next tournament I placed first. The tournaments have drastically changed in size and competition over the years. The first tournament I went to wasn't even streaming online, and first place took home $4,000, whereas five years later the tournaments were broadcast online and on TV, and my team took home the first place prize of $100,000. It's been an incredible experience to see the scene grow so much in a short period of time.

PG: Now retired from professional play, you're a *Halo* ambassador of sorts, having traveled around the world to promote the franchise. What kind of reception have you received during these international visits?

Walshy: *Halo* has been growing around the world, and I love every minute that I get to travel abroad and share my passion. The reception has been unreal—I've met fans overseas who have been watching me compete in *Halo* tournaments since 2006!

PG: Now let's talk about *Guardians*. There have been some big changes since *Halo 4*. What are you most excited about? Do you feel these new additions will fundamentally change the way the game is played?

Walshy: The biggest change in *Guardians* compared to previous *Halos* is the movement. Mastering how to effectively use the Thruster Pack will be a huge skill gap between players. Even though there are major changes in *Guardians*, the fundamentals are still the same—*Halo* games are won by working as a team to control the map, power weapons, and power-ups.

PG: As a *Halo* commentator, what maps and game modes would you like to watch during tournaments?

Walshy: I prefer to commentate on objective games like Capture the Flag because it allows me to highlight the top teams' strategy of how they move to set up for a flag pull and how they position themselves while escorting the flag back across the map.

PG: During the production of this guide, you've had a chance to play with 343 Industry's in-house pro team. What was it like playing with/against these former teammates and opponents?

Walshy: I always have a blast when I'm with the 343 crew! We all have so much history with each other, so it was non-stop fun, competitive *Halo* games together. But the competitions didn't stop in the studio; even during our free hours we would find something to compete in, like pool or mini-golf.

PG: Surely there was at least one memorable moment from these gameplay sessions. Does anything stick out?

Walshy: We were playing Capture the Flag on Fathom, and Mason "Neighbor" Cobb was running the last flag back to win the game. I was the only player alive and was hiding in his Base—I ended up assassinating Neighbor, killing Elamite for a double kill, and running back a counter flag capture for the win!

PG: Breakout is a completely new competitive game mode. What adjustments do players need to make in this mode?

Walshy: Conserving grenades. One well-placed grenade can change the round in this game mode and can give your team an advantage for the rest of the round. Learning how and where to bank grenades is a crucial skill.

PG: Although not designed as a competitive mode, Warzone offers a whole new way to experience multiplayer. What are your thoughts on Warzone? Do you think it will expand the game's player base?

Walshy: Warzone is fun and I see it being the perfect game mode to play with a group of friends with varying skill levels, because it's all about working as a team and securing the objectives. *Halo* has always been known for being a sandbox shooter with different game modes to suit gamers' preferences, and I think Warzone has the potential to lure in even more new players!

PG: *Halo* has clearly changed your life, but you wouldn't have experienced the success you have without discipline and a strong work ethic. What advice can you give to players seeking to go pro?

Walshy: Improve every day. I of course enjoyed the time I played, but I always had a facet of my gameplay that I tried to focus on and improve every time I picked up the controller. The two biggest things that helped me were 1) keeping a notebook where I wrote down things to learn and 2) going over game films where I did poorly. It is much less fun to watch games where you failed, but you learn so much from critiquing your own gameplay.

ELAMITE

Name: Kyle "ElamiteWarrior" Elam

Twitter: @Elamite

Age: 27

From: Kentucky

Professional Player: 2006-present

Favorite Game Type: Capture the Flag

Favorite Map: Midship

Favorite Weapon: *Halo 2* Battle Rifle

Favorite Power Weapon: Energy Sword

Favorite Vehicle: Banshee

Controller Settings

Buttons: Bumper Jumper

Sticks: Default

Inversion: Not inverted

Sensitivity: 3

Crouch: Hold to crouch

Auto-Stabilize: Off

Claw or Not: Semi-Claw

Notable Gaming Accomplishments

» 2008 *Halo* 4v4 champion

» United States *Halo* champion

» Seven first-place finishes at MLG Championships

» International champion with tournament wins in Canada and Europe

» First ever *Halo* pro player champion, *Halo* pro coach, and *Halo* caster/commentator

Bio

Kyle "Elamite" Elam has been a professional gamer since 2006. He has won championships in multiple games and been a member of some of the most successful teams in *Halo* history, including unparalleled success in *Halo 3*. He has traveled internationally, competing and winning tournaments across Canada and Europe. Early in his career, he was nominated for breakout player of the year before continuing his success by becoming the 4v4 and FFA (Free-for-All) National Champion just two years later. He is considered to be one of the most intelligent players in the game and is known for his ability to fill almost any role on his teams. He went on to coach and manage for one of the top gaming organizations in the world, Team Liquid.

Elamite Tips

» **Teamwork is key.** Winning a game in any first-person shooter requires a team effort. In some games, players can be successful running solo routes, racking up kills on their own. But in a game like *Halo* (with health, shields, and abilities), moving together and team shooting is the only way to effectively and consistently secure kills.

» **Know what your strengths and weaknesses are as a player in both your overall play and within the specific dynamics of the game.** The multitude and variety of weapons and game types require a player to approach each match differently. The routes and angles that you take and the power positions to control can change between different game types, even within the same map. Proper map positioning and power weapon control takes practice and experience. Be aware of how to time the weapons, and always be in position to grab or at least contest the respawn of the weapon. This will also teach you where you need to be rotating on the map as well as escape routes after you have secured the weapon.

» **Don't be afraid to study the game.** Reviewing your own gameplay as well as the gameplay of other professional players can yield more improvement and better results than actually playing the game. It is important to have a good mix of time played versus time spent studying. This can help avoid plateauing and allows for further improvement of your gameplay.

» **Communication is one of the most important aspects of the game.** Winning comes down to the split-second decisions made throughout the game. The more information you and your teammates have given to each other the more you are enabled to make best possible decisions in game. Be careful, though; too much or useless chatter only clouds your teammates' ability to contribute.

» **Play to win.** It takes a lot to win a game, and all players need to contribute. Pay attention to not only where the enemy is on the map, but where your teammates are as well. Know who is in the best position to grab a weapon or "run" the objective—there isn't time to sort out who should do what, and when the dust settles, it'll already be too late.

CPT ANARCHY

Name: Carlos "Cpt Anarchy" Morales

Twitter: @CptAnarchy

Age: 26

From: Oakland, California

Professional Player: 2005-present

Favorite Game Type: Capture the Flag

Favorite Map: Coliseum

Favorite Weapon: Scattershot

Favorite Power Weapon: Sniper Rifle

Favorite Vehicle: Mantis

Controller Settings

Buttons: Bumper Jumper

Sticks: Default

Inversion: Not inverted

Sensitivity: 3

Crouch: Hold to crouch

Auto-Stabilize: Off

Claw or Not: No

Notable Gaming Accomplishments

» First place WSVG New York City 2007 National Championship (*Halo 2*)

» First place WSVG Dallas 2006 Qualifier (*Halo 2*)

» Finished third at three MLG National Championships (*Halo 2* & *Halo 3*)

» Twenty-four top eight finishes at MLG tournaments

» Consistently placed top eight in Free-for-All competitions in *Halo 2*

» Maintains pro status in *Halo 2*, *Halo 3*, and *Halo: Reach*

» Part of the USA Network TV show that showcased MLG during *Halo 2*

» Pro evaluator/instructor at the 2010 MLG Colorado combine

Bio

Carlos "Cpt Anarchy" Morales is a veteran professional Major League Gaming *Halo* player. He started out in late 2004 (MLG San Francisco), making his presence known by placing top four in Free-for-All and top eight in the 4v4. Shortly after *Halo 2* was released he became a force, consistently moving up the rungs from top eight to top six to second place. Cpt Anarchy was part of the original 12 who signed to a $250,000 contract by MLG. With team Str8 Rippin he was able to attain multiple top three finishes consistently and won two tournaments under the World Series of Video Games league; one included a championship. Anarchy has had an extremely successful professional gaming career dating back to MLG's prime. His versatility as a slayer and aggressive objective player made his play unpredictable in Major League Gaming and the *Halo* series. Morales was also able to make a name for himself in the Free-for-All (FFA) competitions. Anarchy has been a top threat across the *Halo* franchise, consistently placing top eight in 4v4 competitions.

Cpt Anarchy Tips

» **Learn the weapons.** When playing a new game it's best to start up a custom game or go into a free-for-all playlist and learn which weapons are the most dominant and efficient for key situations. *Halo 5: Guardians'* vast selection will make it even harder to find the weapons for your play style. This is crucial if you plan on taking the pro route, as top players take advantage of weapons in any scenario. I prefer long-range weapons, but I also balance them with a medium-range weapon. For example: Battle Rifle and Scattershot.

» **Communicate.** If you plan on competing at the highest level you really want to practice your call-outs. Communicating and small talk are two different things when you break this subject down. It's okay to call out locations of enemies or positions on the map, but it's better to say commands to make more direct small talk call outs. Allowing for the best plays by you and your teammates. For example:

"I'm with you": Lets your teammate know you are there in order to make the right push.

"Stay alive": So simple yet so many people never do it. If you die and are covering your teammate via death cam, let him know he's the last person alive and in a situation where he must stay alive while he waits for spawning teammates.

"You have no help" or **"I left you"**: Lets your teammate know that he's in a position with no help and that he should relocate or stay alive until help comes.

"I'm baiting you": This one is huge in tournament play. Allows for the opposing team to get out-played if you're communicating with your teammate properly. Also lets your teammate know that he's not being hung out to dry in a key situation, which tends to happen a lot in the lower ranks of play. Allows for proper baiting and switching techniques with your teammate. Think of baiting as casting out your teammate out on a hook, hoping the enemy bites. When your teammate reaches the intended area and draws attention, reel them back or jump in and join the fight.

If you can practice these phrases and techniques, your communication will be taken to a whole new level. Being precise and brief keeps the airwaves less hectic and clear for listening.

» **Visit the Theater.** Watching recorded matches in the Theater is one of the best ways of getting better in any competitive atmosphere. This allows for further understanding of situations where you die or believed you had help. When you find the right group of players to form your everyday matchmaking team or competition team, going into Theater together after losses or key victories improves your game dramatically. Being able to give constructive criticism is huge—just learn how to take it. What you think is the right play might be different in someone else's mind and may play out differently from what you picture. Coming to an understanding of what the right play is makes Theater mode crucial. Visit the Theater after competitive team scrimmages, studying what setups worked best for key situations in map control or map takeover.

» **Learn your abilities.** In this game it's important to know what's off-limits and what's not. Abilities such as thrusting and clamber allow for unique jumps. Many jumps look impossible, but if you link some of your moves together and time them properly, the jump is attainable. Going into a map through custom games is the best way to do this, giving you unlimited time as well as zero enemies to worry about. The best players learn and take advantage of any ability to win rounds and games. It's best you do the same!

» **Work on your mental game.** When it comes to competing, or just gaming in general, it's important to keep a positive mindset. Once you start thinking negatively it tends to set your game back, as you second-guess each play. Also, avoid complaining. If you complain less your game will improve dramatically, and your teammates will stop muting you or reporting you with bad feedback—nobody likes listening to babies cry. Keeping your composure is key at the top level of play. Best times I ever had with my teammates were when we had intense but calm call-outs and cleared the air after games with some humor, allowing for less stressful play going into the following game. If you can stay level-headed, you're already one step ahead of the game!

Terminology

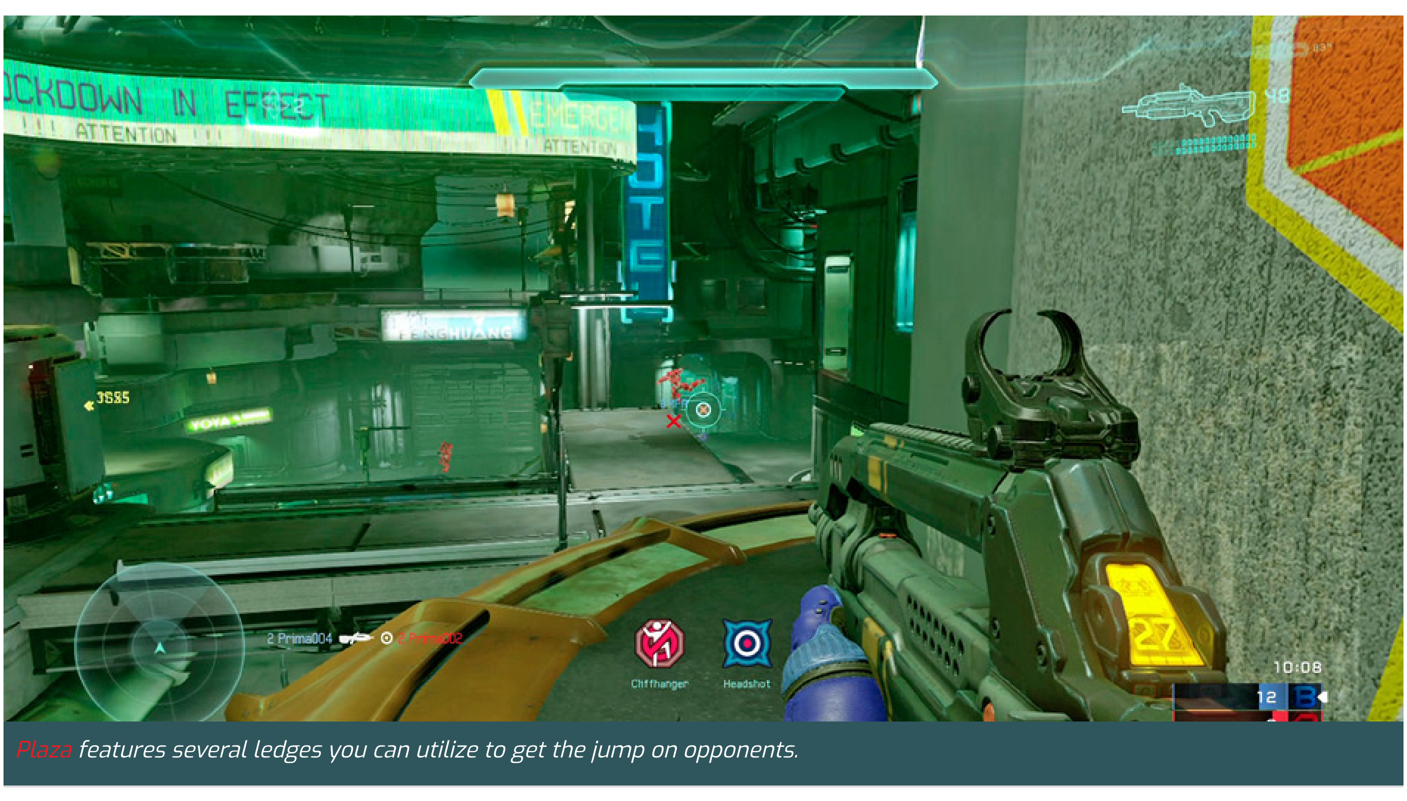
Throughout the guide and during online matches, you're likely to encounter several common terms and phrases used by veteran *Halo* players. If you're not quite sure what these mean, here's a brief rundown of the terms you're likely to hear, along with the techniques required to execute each maneuver.

BAITING

When baiting an enemy, a fishing metaphor is appropriate. Try to tempt opponents with a lure—this can be an easy kill, a weapon, or a power-up. When an opponent takes the bait, it's up to you and your team to move in for the kill. Baiting comes in handy when the opposing team's current positions are unknown. While your teammates hold back, consider moving forward in an attempt to bait opponents, forcing them to reveal themselves. Once the bait has been taken, retreat to a position held by your team where pursuers will be overwhelmed. If properly executed, baiting is a great way to lure opponents into ambushes.

GETTING THE JUMP

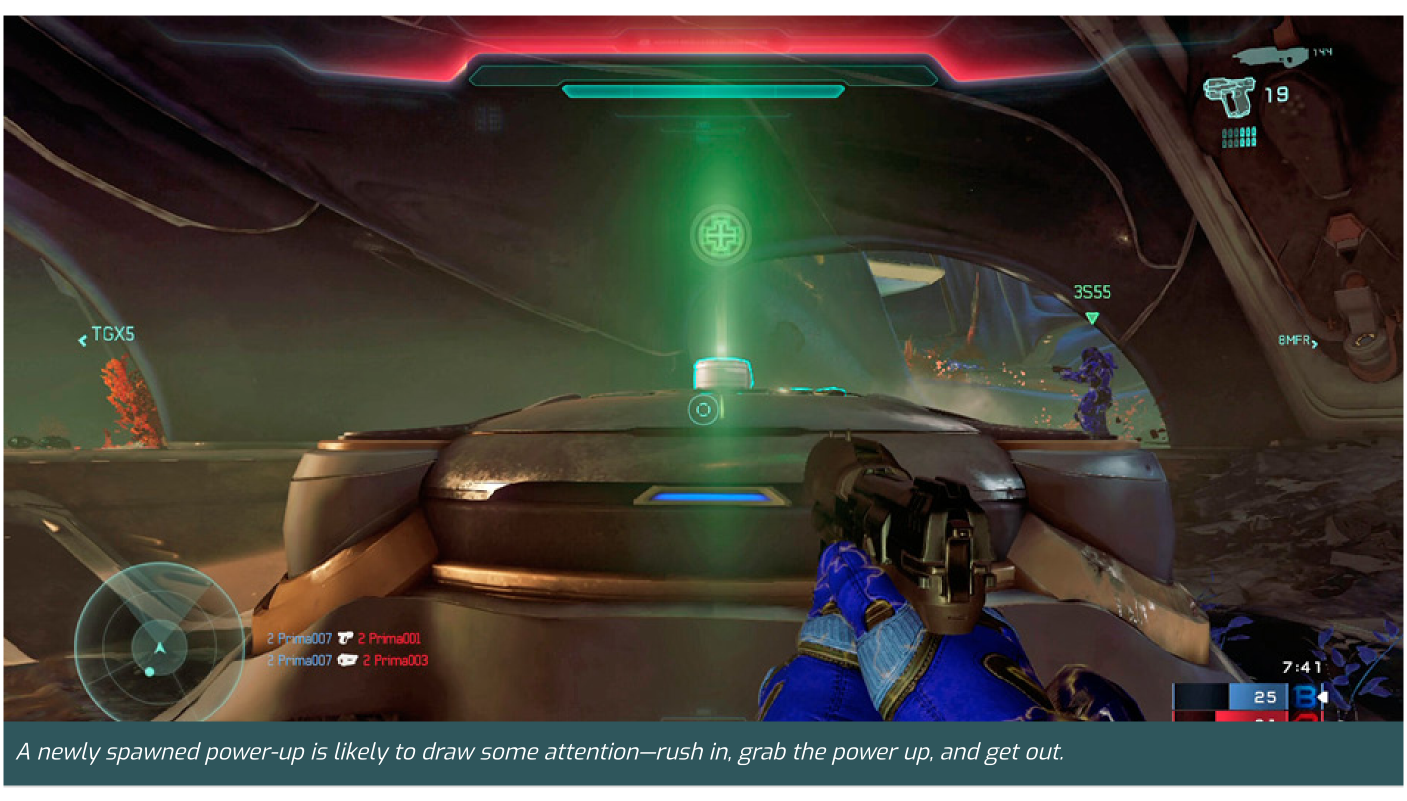
This broadly refers to any maneuver that gives you an advantage over an opponent, usually allowing you to get off the first shot. *Halo 5: Guardians*' vertical gameplay provides plenty of opportunities to get the jump on opponents. Use jump and clamber to reach high ledges and platforms, then fire down or Ground Pound unsuspecting opponents.



Plaza features several ledges you can utilize to get the jump on opponents.

HOT SPOTS

Also known as choke points, hot spots are high-traffic areas utilized by both teams. Hot spots are usually centered around weapon pads and power-ups—expect plenty of traffic in these locations as both teams attempt to control these items. In an effort to control these areas, set up around the perimeter, establishing multiple angles of fire. When they're crowded with enemies, saturate these choke points with grenades and other explosive weapons to score some easy kills. As long as you maintain an angle on a hot spot, you're bound to have plenty of targets.



A newly spawned power-up is likely to draw some attention—rush in, grab the power up, and get out.

FLANKING

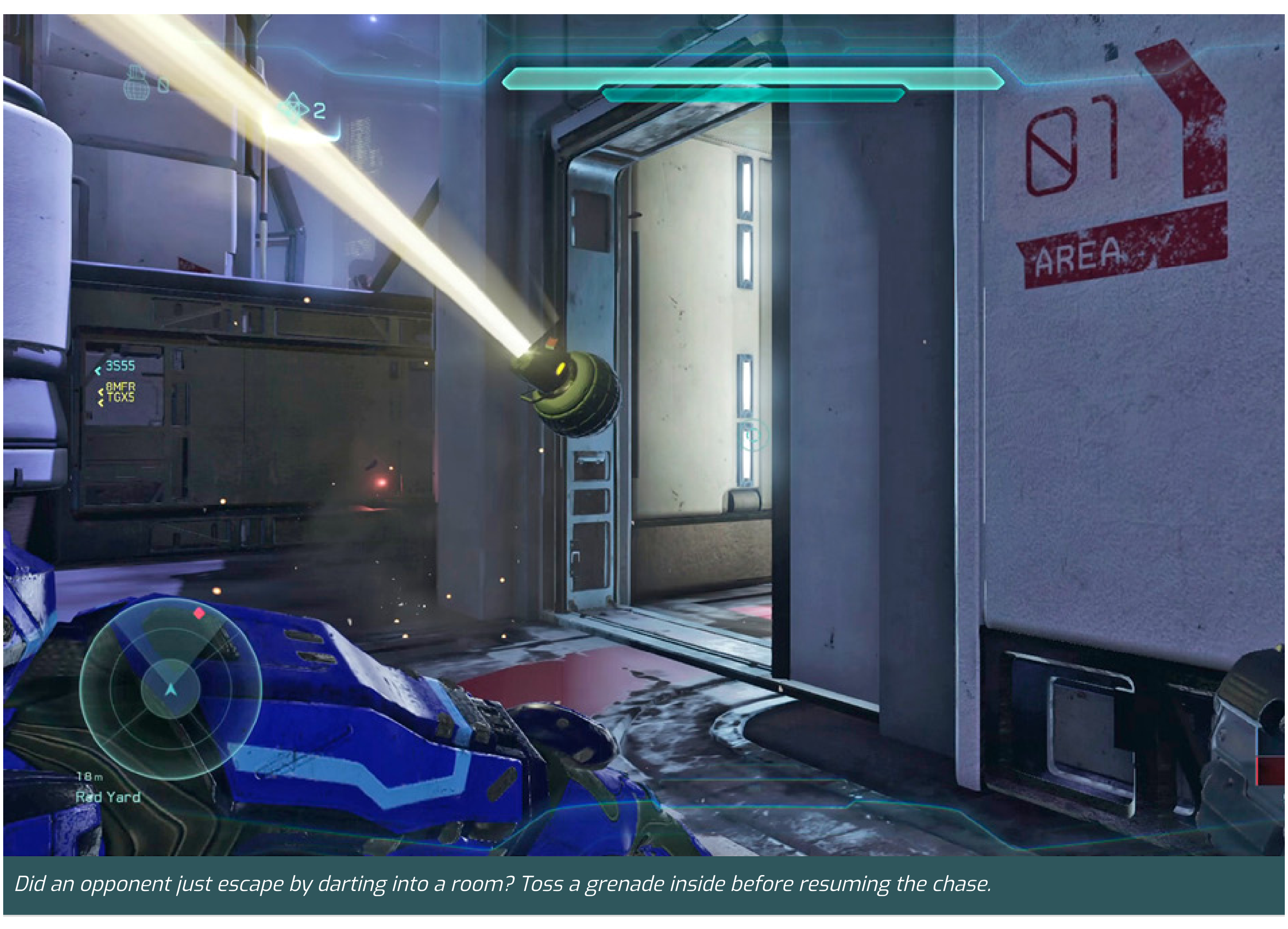
Flanking is the act of maneuvering to an advantageous position without being noticed. Take advantage of perimeter routes and other sneaky paths to get the jump on unsuspecting opponents preoccupied by focusing on another part of the map. Flanking often requires a team effort. For instance, have one player draw attention from a highly visible power position—their job is to draw fire from the enemy. This gives the rest of the team the opportunity to flank, using side paths and other routes to take down distracted opponents.

JUKING

Juking is all about catching an opponent off-guard, giving you a distinct advantage. This can refer to side-to-side lateral movements during firefights, useful for evading incoming fire—thrusting laterally is a great way to pull off a successful juke. But juking also refers to outsmarting opponents during 1v1 battles. If your shields are weak, retreat or take cover to give your shields time to recharge. As your opponent pursues, ambush them or request aid from a teammate to take them by surprise.

NADING

This is an abbreviated term for grenading, or the act of lobbing grenades. Grenades can be used in both offensive and defensive situations. Throw grenades at weapon pads and other high-traffic areas to score some easy kills. Or if being attacked, toss grenades in the path of an opponent to end their pursuit. Pinning down the enemy with grenades is also a good way to keep opponents from pushing out of their Base, providing flanking opportunities.



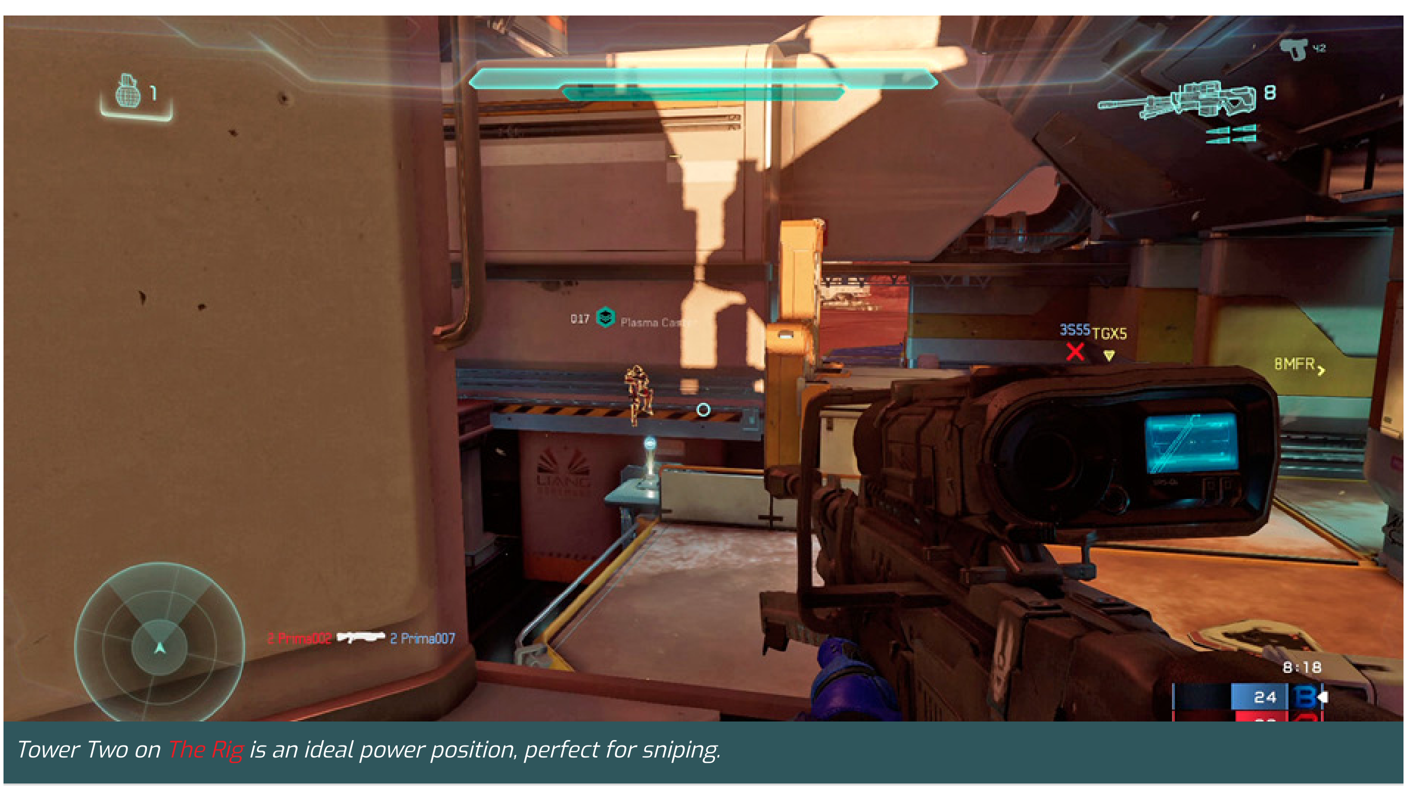
Did an opponent just escape by darting into a room? Toss a grenade inside before resuming the chase.

PEEK SHOOTING

This is perhaps the most common and useful technique when attempting to line up quick precision shots. Use a wall or other piece of cover to peek around, strafing left and right to move in and out of cover. As you move out of cover, take aim, fire a shot, then strafe back behind cover. This minimizes your exposure to incoming fire while allowing you to shoot out from cover. But timing is critical—make sure you have a target acquired before squeezing the trigger. Also, alter the tempo of your movements to avoid making yourself an easy, predictable target for opponents.

POWER POSITIONS

Power positions often refer to the high ground or other advantageous locations that provide multiple lines of sight. These positions are usually fortifiable, too, making them difficult for other teams to take once they're occupied. Due to their height advantages, power positions are popular sniper perches. Acquire a precision weapon and ascend to one of these positions to pick off opponents as they push out of their Base and other locations. But be aware of the position's access points and be ready to either defend them or use them to escape.



Tower Two on The Rig is an ideal power position, perfect for sniping.

PUSHING

Pushing refers to an aggressive advance. Coordinate a push with your team when attempting to secure power positions or objectives. But only attempt pushes when your team has an advantage, preferably after at least one opponent has been eliminated. This gives your team numbers for a few seconds, increasing the chance of successfully capturing an objective, running a flag, or securing a power position.

TURTLING UP

Teams with a lead often utilize a conservative style of play, often called turtling up. By fortifying their Base and playing defensively, a team can minimize its losses. This is a common tactic during close matches of Slayer. Since every kill counts, it sometimes pays to withdraw to a defensible position and ride out the match—maintain a line of sight with teammates to offer support.

WALL SHOOTING

Similar to Peek Shooting, this technique also utilizes cover to minimize your exposure to incoming fire. Take cover behind a low wall, crate, or other object, ensuring most of your body is hidden from opponents. This makes it difficult for opponents to score hits, while you can continually target opponents with no obstructions. If you come under fire, crouch behind your cover to evade incoming shots.

MULTIPLAYER

Tactical Primer

Teamwork

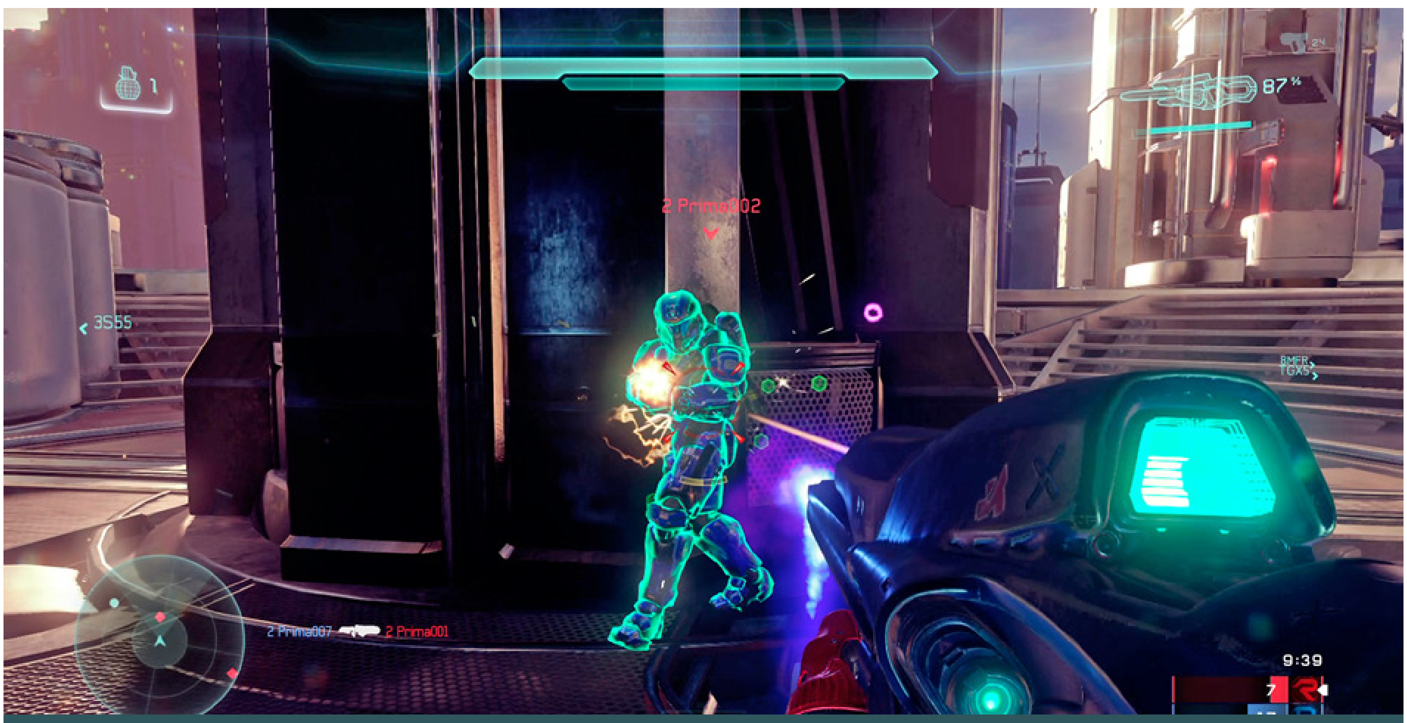
All of the multiplayer game modes available in *Halo 5: Guardians* are team-based. Whether fighting together with a 12-player team during Warzone or attempting to secure a win with your 4-player team during Arena matches, coordinating with your teammates is crucial. A team who communicates and works together will have a huge advantage over those who don't. Here are a few pointers to help give your team an edge.

COMMUNICATION

If you're not playing *Halo* with a microphone-equipped headset, you're putting yourself at a tremendous disadvantage. Even worse, you're putting your team at a disadvantage because they can't talk to you. So get over any anxieties you may have and speak up, becoming an active, talkative member of your team. While your communications with teammates will vary, the most successful teams don't have time for superfluous trash talk and banter—they're too busy calling out the locations of enemies and informing their teammates of upcoming power-ups and weapons appearing on the map.

In *Halo 5: Guardians*, all maps have universally defined call-outs—each location name appears beneath the Motion Tracker. This makes communication easier and more precise than ever, since all players can reference the same location names, eliminating the confusion of using generic nicknames.

Before speaking up, consider what you want to communicate. Did you just see an enemy? Are you under attack? Next, condense your message into as few words as possible. Brevity is extremely important since multiple teammates are talking over each other at the same time—unnecessary chatter masks meaningful communication, hindering your team's responsiveness. Instead, stick to what and where. For example, saying, "Sniper Rifle at Tower Two!" informs your team that an opponent wielding the Sniper Rifle is on the second floor of the Tower. Saying something like, "Need help at Turbine!" tells your team that you're under attack at Turbine and need assistance. Teams who use brief, precise, and relevant communication techniques will always have an edge over silent or chatterbox-prone opponents.

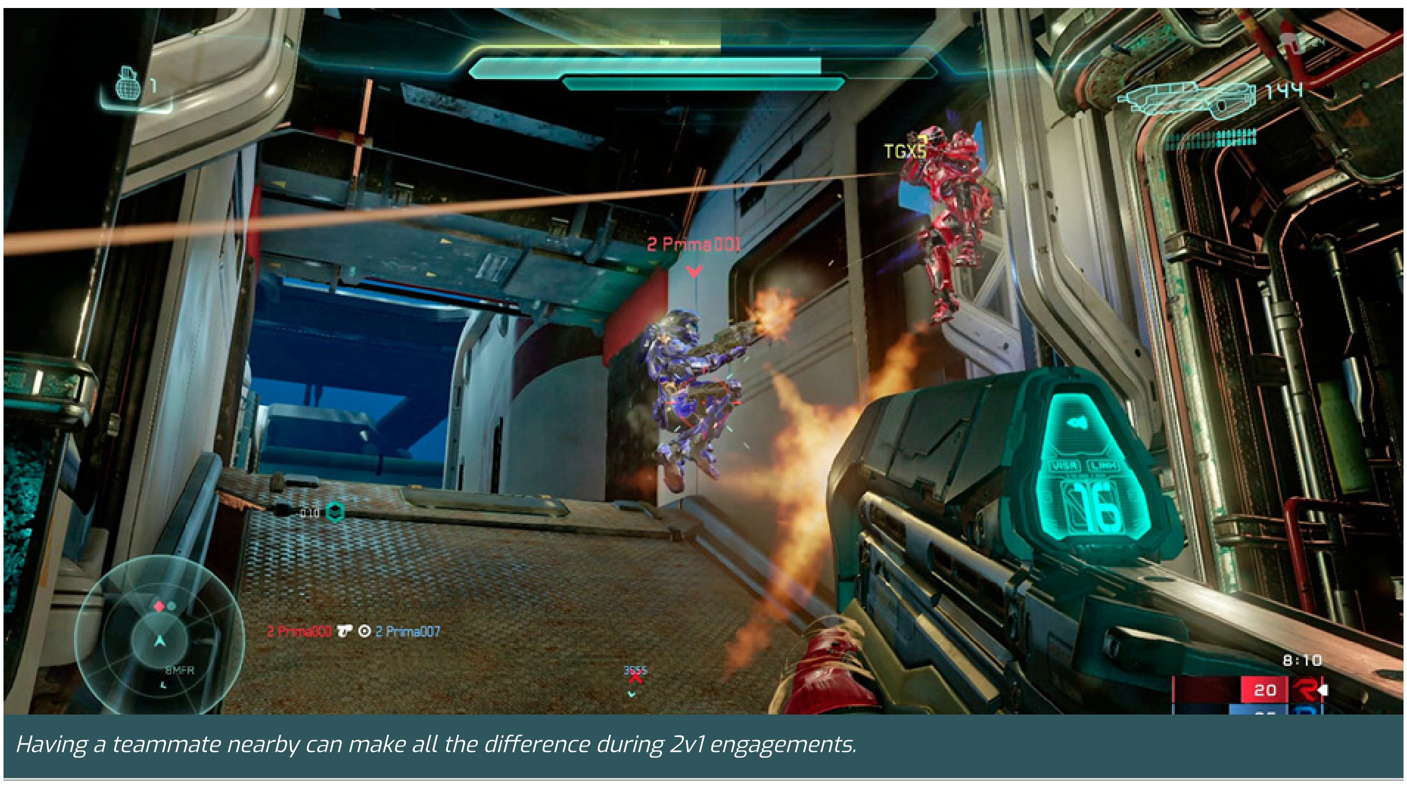


When facing off against an opponent equipped with Overshield, you'll need some help— call out the enemy's location and request assistance.

THE BUDDY SYSTEM

Whether you're new to *Halo* or not, roaming the map with a teammate is highly recommended, particularly in the new Warzone mode. This is called the buddy system. By staying within line of sight of a teammate, you can support each other, which is ideal for overwhelming lone wolf players. When facing off against single opponents, you and your teammate have a much better chance of walking away from the fight.

The buddy system works well for executing bait-and-switch plays. In this scenario, the lead player should attempt to lure opponents into a fight. Once the enemy has taken the bait, the lead player can retreat to their buddy's position and wait for the opponent to follow. As the baited opponent comes into view, trigger an ambush, attacking from multiple angles.



Having a teammate nearby can make all the difference during 2v1 engagements.

Don't get discouraged if your buddy system tactics don't work every time. If you're the lead player, attempting to distract opponents, you will die often—that's expected, and the selfless aspect of teamwork. But over time, these tactics pay off, leading to multiple two-on-one advantages. So keep the lines of communication open and continue collaborating with your buddy to set up ambushes and flanking maneuvers.

Movement Mastery

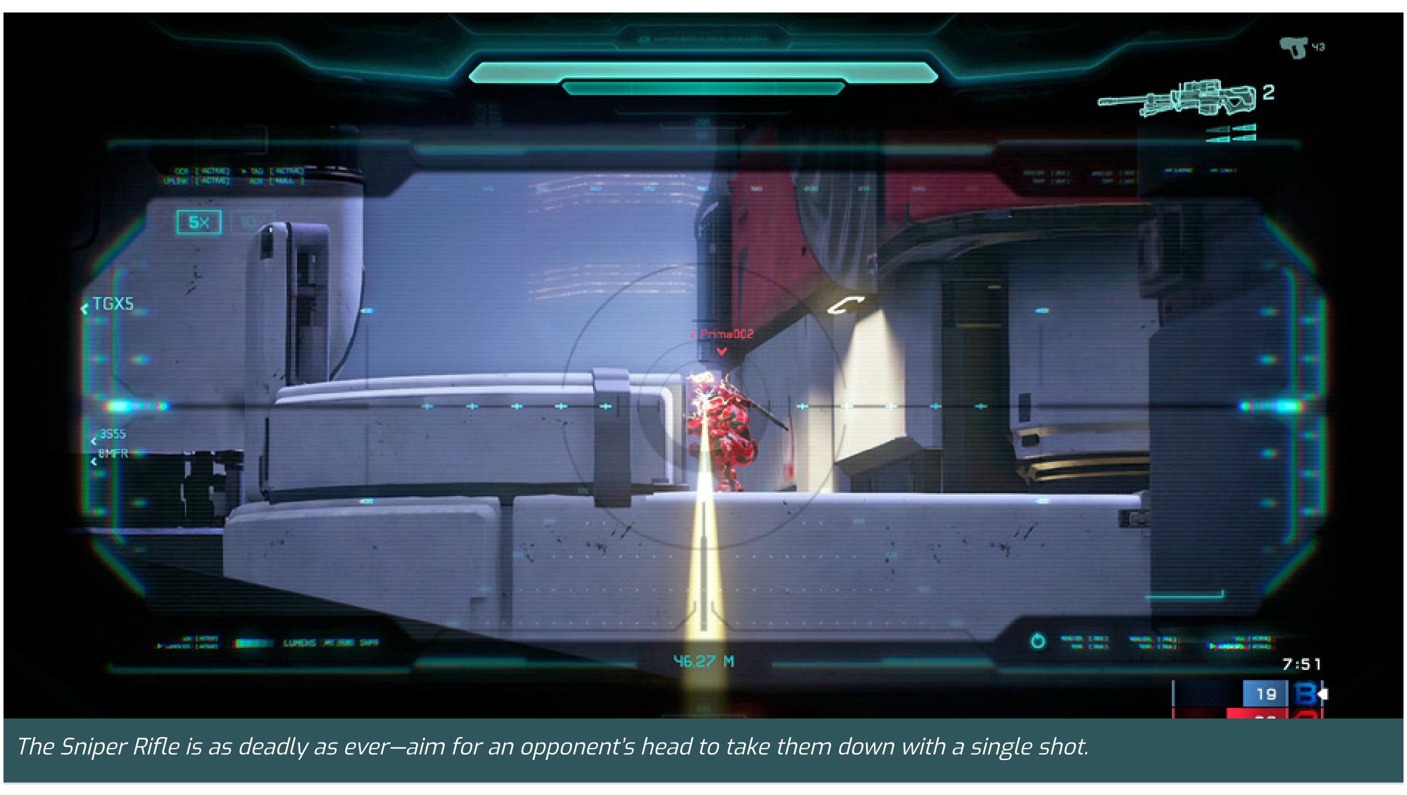
There's more to movement than simply navigating around a map. Being in the right place at the right time can give you a distinct advantage, regardless of game mode. *Halo 5: Guardians'* new Spartan abilities add a new lineup of offensive and defensive moves you can perform to gain an advantage. For instance, when engaging in a 1v1 battle, in addition to strafing, crouching, and jumping, you can now thrust, perform a Spartan Charge, or initiate a Ground Pound to keep an opponent on their toes. Defensively, sprint while jumping and clambering to get away from a threat. With so many moves in your arsenal, change it up to keep your opponents guessing. If you rely on the same moves repeatedly, opponents may adapt and attempt to counter. This section takes a closer look at movement, offering some helpful insight.

RUN AND GUN!

If you want to compete with top-tier players, you need to learn how to shoot while moving. Instead of just using the right thumbstick to aim, use your movements, with the left thumbstick, to help keep your target centered. During engagements, try to match the lateral movement of your opponent to keep your shot lined up horizontally. This allows you to fine-tune your aim with the right thumbstick, making minor vertical adjustments—this is critical for scoring headshots during close-quarter duels. Moving and shooting is the key to connecting with as many shots as possible, so practice this technique in every match.

AIMING: BODY SHOTS VS. HEADSHOTS

The shield system used by Spartans protects their entire body, including their head. So unless using a one-shot kill weapon, like the Sniper Rifle, don't bother aiming for an opponent's head at the outset of a firefight. Instead, land body shots to begin with in an attempt to pop their shields. By aiming for center mass you're more likely to land shots and inflict damage to the target's shields. But once an opponent's shield is down, go for headshots. Many weapons, like the Magnum, can drop a Spartan with a single shot to the head. And you don't necessarily need pinpoint precision to score a headshot: An invisible hit box around each Spartan's helmet registers headshots, but this box extends a bit above the helmet, giving you slightly a bigger target to hit. Explore the boundaries of this hit box by firing grazing shots along the left, right, and top of an opponent's helmet. Once you have a better grasp of the hit box's size, you'll have an easier time scoring headshots.



The Sniper Rifle is as deadly as ever—aim for an opponent's head to take them down with a single shot.

LATERAL EVASION: STRAFING

Strafing is arguably the most fundamental skill to master during firefights. This allows you to slip laterally, making you a harder target to hit. But always keep your reticle centered on your opponent while strafing so you can return fire. To make yourself even tougher to hit, occasionally jump and crouch while strafing. This requires your opponent to make vertical adjustments to their aim while continually tracking your horizontal movements. To increase your lateral speed, activate your Thruster Pack. Mix up your movements to stay unpredictable. But remember, the more you move, the more you'll need to adjust your aim. Strafing is easiest when firing an automatic weapon like the Assault Rifle or SMG, spraying bullets over a wide area. But you'll need greater precision when firing a semi-automatic or burst weapon like the Magnum, Battle Rifle, or DMR. So until you're used to it, consider limiting your strafing maneuvers when equipped with these slower-firing weapons.

Strafe and thrust laterally to evade incoming fire during close-quarter engagements.

LEAP OF FAITH: JUMPING AND CLAMBERING

With the new clamber ability, it's easier than ever to pull off jumps that would have been extremely difficult in past installments. Nevertheless, it's a good idea to get familiar with what jumps you can make before competing. Start a custom game and load a map you want to get familiar with—this allows you to explore without coming under constant attack. Every map has a few key jumps you should master, often giving you quick access to power positions or sneaky routes. Embrace the parkour nature of the game by racing around the map without stopping—sprint, jump, clamber, thrust, and slide to overcome or bypass anything in your path. But don't just run in circles around the map's perimeter. Familiarize yourself with interior routes as well, going low and high. The faster you can navigate a map without stopping, the greater your survivability during matches, presenting opponents with a hard-to-hit target.

GET LOW: CROUCHING AND SLIDING

While speed is always beneficial, don't overlook crouch-walking—this makes you a smaller target and keeps you off the Motion Trackers of opponents. Players who rely on their Motion Tracker to find enemies are often caught off-guard when encountering a sneaky Spartan crouch-walking. Well-timed crouches can also help you evade incoming fire. If being targeted by a sniper, crouch behind low cover to evade a lethal headshot. Likewise, make a habit of crouching while strafing during firefights, bobbing up and down to throw off an opponent's aim. Finally, don't forget to crouch while sprinting to perform a slide. When sprinting at an opponent, a well-timed slide can quickly push you to melee range—fire shots at your opponent while sliding, then finish with a melee strike.

Crouching opponents don't appear on your Motion Tracker—don't let them sneak up behind you.

IN MODERATION: SPRINTING

All Spartans now benefit from unlimited sprint—there is no longer a time limit restricting this ability. Sprinting is an excellent way to evade fire, extend jump distances, and escape pursuers. You must also be sprinting to perform a Spartan Charge or slide. However, you're not invincible while sprinting. If you take a hit, you'll slow down, requiring you to reactivate sprint to resume your high-speed movement. Furthermore, your weapon is lowered while you're sprinting, preventing you from firing—this can put you at a severe disadvantage when encountering opponents at close range. Even more troubling, your shields are incapable of recharging while sprinting. Given these drawbacks, don't become over-reliant on sprinting. Casual players tend to sprint everywhere, often running to their deaths. Given the close quarters of most Arena maps, you're better off keeping your weapon raised and ready to fire.

MOVEMENT ENHANCERS: ARMOR MODS

While armor mods are off-limits in Arena matches, they're a good way to give yourself an edge during Warzone battles. In particular, focus on the armor mods that enhance your movement. The Enhanced Speed armor mod increases your acceleration and speed, boosting jump height and distance covered while sliding. The Reflex Enhancers mod mostly increases the speed of weapon handling, but it also boosts clamber speed while decreasing the amount of time it takes to exit a sprint, allowing for quicker weapon deployment—it also gives you the ability to reload while sprinting. The Upgraded Thrusters mod increases the speed (and distance covered) while thrusting. It also increases acceleration and top speed while sprinting. While you can only activate one armor mod at a time, any of these options can help give you an edge during the chaotic firefights of Warzone.

Tactical Primer

Choose Your Battles

Make no mistake—combat in *Halo* is chaotic and can be somewhat overwhelming, particularly for new players. But the flow of the battle is never completely out of your control. Choosing when and where to engage opponents is one of the most important aspects of taking control of your game. So instead of shooting everything that moves, take a more analytic approach to determine the best time to attack—and never be afraid to back away from a fight that you can't win.

IDENTIFY ADVANTAGES

Before opening fire on an opponent, make sure you have an advantage. Skill plays such a big role during one-on-one encounters, so you need to stack the deck in your favor, particularly when trying to take down a more experienced player. Getting off the first shot is a surefire way to gain an advantage—so feel free to fire if you've managed to flank an unsuspecting opponent. However, if the tables have turned, and your opponent shoots (and hits) first, waste no time retreating, allowing your shields to recharge. Remember; each life counts, particularly in Slayer mode, so don't get trapped in a duel you can't win. Hitting opponents with grenades is another way to get an early advantage during firefights. Here are a few other advantages to consider before engagements:

» Cover offered by walls, structures, and natural scenery is particularly useful because it lets you choose when to fight and when to back down, allowing your shields to recharge.

» Stay alive and let your shields recharge; this gives you another chance to resume a fight or wait for a teammate to help you.

» Find a structure or piece of scenery (such as a rock) that covers your body and exposes only the head of your Spartan. This makes it more difficult for your foe to hit you, as they have just your head to shoot at, whereas you have their entire body to aim for.

» Avoid open areas because you're more vulnerable to being shot from multiple angles. Furthermore, you're unable to see a foe's entire body when you're looking up, trying to find where the shots are coming from. The low ground is a death trap!

» If you can master the technique of peek shooting, timing your shots and movement correctly, you can peek out, fire at your foe, and drop back into cover before the enemy can return fire.

DON'T GET GREEDY

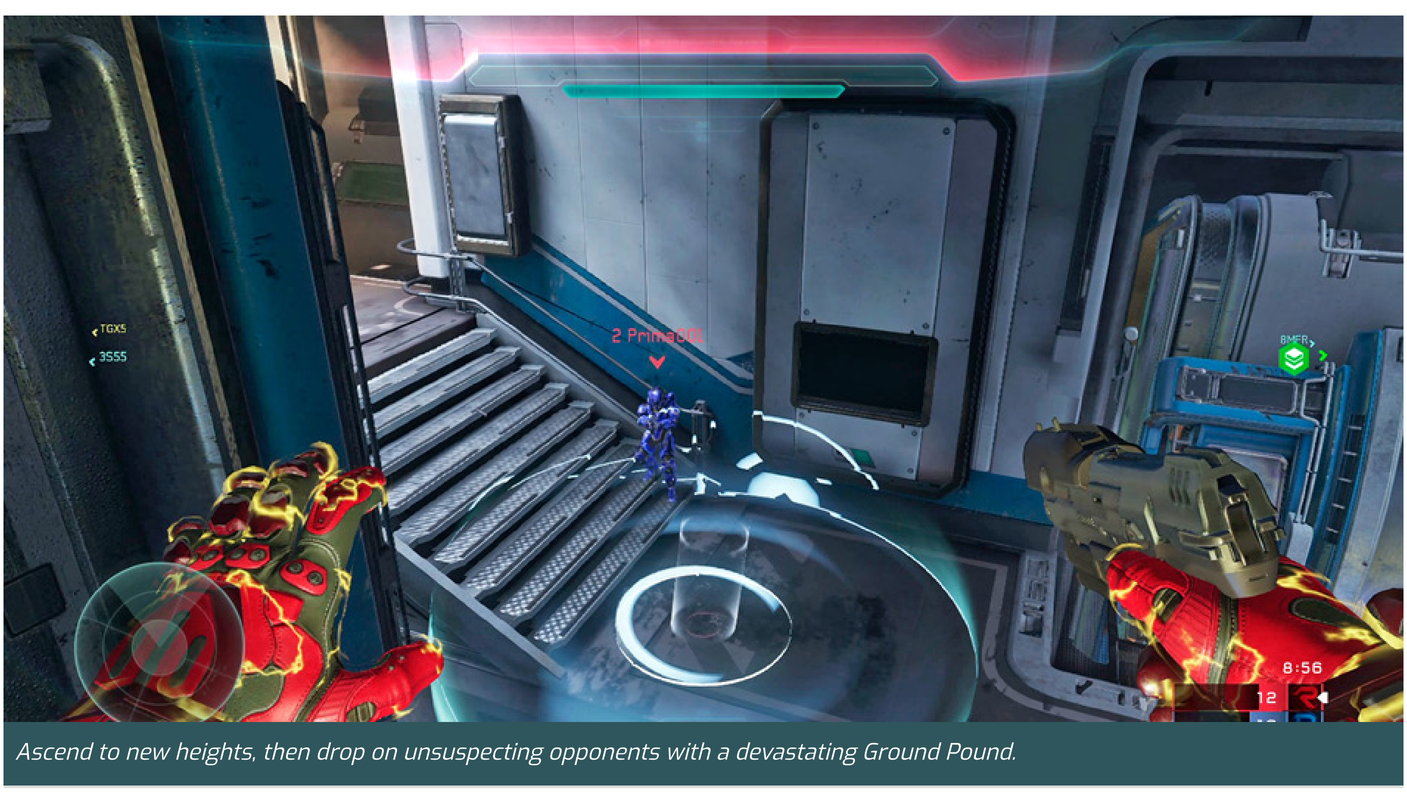
Surviving firefights in *Halo* requires a tremendous amount of discipline, even if you have a clear advantage. If you've landed several shots on an opponent, it's very easy to be lured into a pursuit—after all, you don't want that opponent to get away! But pursuing a weak player puts you at peril—what if that opponent leads you into an ambush? So if you're already attacking from an advantageous position, don't give it up to hunt down injured opponents. Instead, call out the position of the weak opponent to your teammates and let them score the clean-up kill.

PRACTICE AND PATIENCE

Halo is a relatively easy game to learn, but don't expect to master it anytime soon. Even professional players, with more than a decade of experience, must continually practice to maintain a high level of skill. Add new maps, abilities, and weapons to the mix, and it's like starting over. As *Halo* evolves, so do the techniques, tactics, and strategies. So if you're not playing in top form, don't worry—everyone's in the same boat. First, play as often as possible and learn the maps inside-out, including the location call-outs. Secondly, approach each match as a learning experience—don't get frustrated by deaths or tricky plays executed by the opposing team. Finally, exercise patience. Don't force plays or try to be the hero. If you're outgunned or outnumbered, retreat and live—play defensively and let the enemy come to you.

TAKE THE HIGH GROUND

Given *Halo 5: Guardians*'greater emphasis on vertical gameplay, taking control of the high ground is more important than ever. Using the new clamber ability it's possible to reach the highest perches with relative ease. Height advantages allow you to spot and engage enemies while occupying positions that are difficult for opponents to counter. In addition to taking shots at opponents, don't forget to call out enemy positions to your teammates. Looking down on the map, you usually have lines of sight on multiple locations, giving you the responsibility of keeping tabs on enemy movement. In some regards, your role as a spotter is more effective than your role as a sniper. The lure of initiating devastating Ground Pound attacks is another incentive for taking the high ground. Remember; the higher you are, the more damage a Ground Pound will inflict.



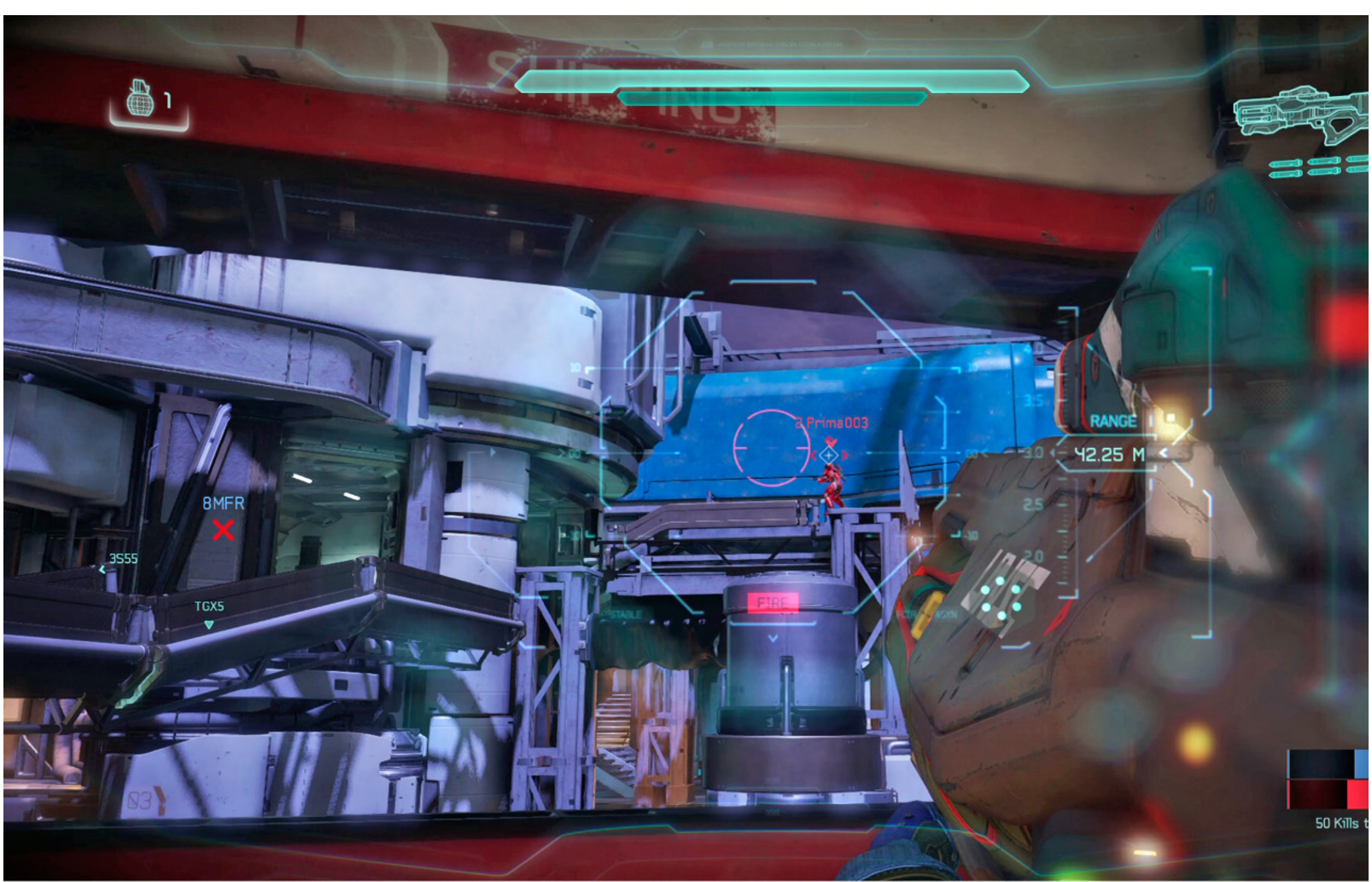
Ascend to new heights, then drop on unsuspecting opponents with a devastating Ground Pound.

STRENGTH IN NUMBERS

While individual skill is always a factor, *Halo*'s fast time-to-kill rewards teamwork, particularly during 2v1 encounters. By utilizing the buddy system you can greatly increase your survivability. But in addition to 2v1 battles, look for other opportunities where you can leverage numbers to gain an advantage. Pay close attention to when opponents die. If two opponents die in quick succession, take the opportunity to make a push toward an objective before they can respawn. It will take a few seconds before the fallen opponents can return to the game, giving your team a brief 4v2 advantage—all it takes is a few seconds to run some game-changing plays. With these numbers, it's much easier to run a flag or secure an objective. But you must act quickly, coordinating with your team to make a successful push.

WEAPON PROFICIENCY

While most players gravitate to one weapon or another, make a concerted effort to play with every weapon in an effort to understand their strengths and weaknesses. Whether playing in Warzone or Arena, there is a variety of weapons available, some as pickups and others as REQ Cards. Passing up on a weapon because you're not proficient with it puts you and your team at a disadvantage. The more proficient you are with each weapon, the bigger of a threat you become, capable of freely roaming the map and leveraging any implement to take the fight to the enemy. As your confidence and skill grow, combine your weapon proficiency with knowledge of each map to devise your own tactics, using the high ground and other terrain and structural features to gain a unique advantage.



Get familiar with new weapons like the Hydra Launcher—it can lock on to enemy infantry and vehicles.

OPPONENT PREDICTION

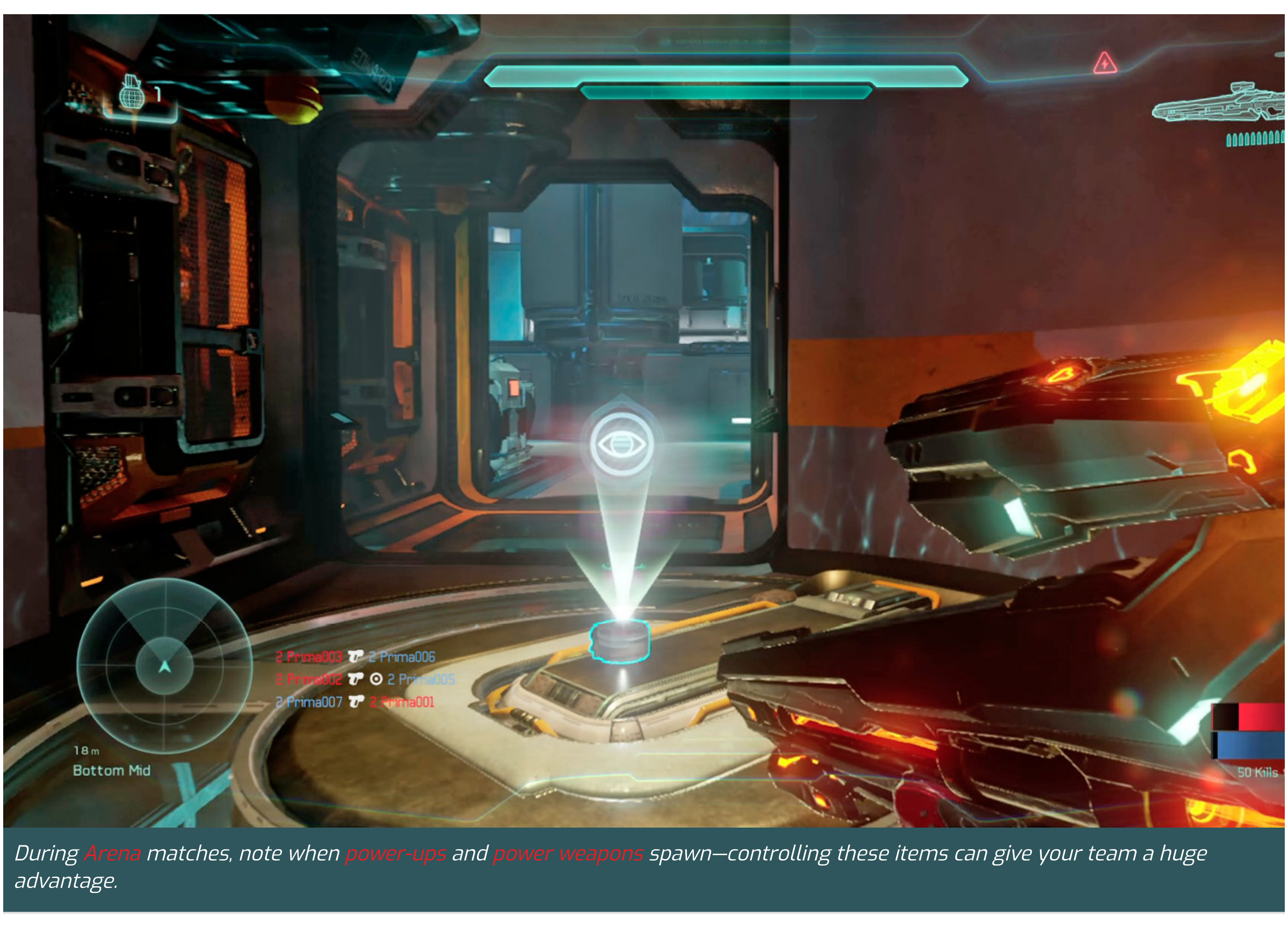
The more familiar you are with your opponents, the easier it is predict their actions. Casual players often utilize the same tactics, routes, and positions over and over. So in addition to helping your team, keep tabs of where opponents are moving. If you've killed an opponent twice in the same location, there's a good chance they'll return, giving you the opportunity for a hat trick. In addition to studying their routes, take note of their demeanor—are they passive or aggressive? By understanding the habits and tendencies of your opponents, it's much easier to counter them.

PLAN B

Before you attack an opponent, make sure you have already devised an escape route. This is particularly important if you're engaging an opponent from a position of disadvantage. Are there any pieces of cover you can hide behind? Are there any ledges you can clamber onto or drop off? Is there a nearby spot you can hide and launch an ambush from? Knowing your escape route before you need it makes it much easier to retreat if the engagement goes poorly. It's been said but bears repeating—don't hesitate to disengage. It's better to fail at an attack than it is to die.

TACTICAL AWARENESS

As part of your effort to maintain tactical awareness, make note of potentially hazardous situations and work with your team to counter them. In Arena matches, pay attention to when opponents acquire Active Camo, Overshield, and power weapons. In Warzone, make note of Bosses and enemy vehicles rushing onto the battlefield. Dealing with these threats often requires the cooperation of multiple teammates. So keep the lines of communication open and devise plans to deal with threats before they become more than a nuisance. But don't just prioritize threats. Look for weaknesses and act quickly to exploit them. Is there a Spartan who just lost their shields? Or in Warzone, is the opposing team's Core exposed? There's a lot going on in every battle, but the more aware you and your team are, the better prepared you'll be to take advantage of these opportunities.



During Arena matches, note when power-ups and power weapons spawn—controlling these items can give your team a huge advantage.

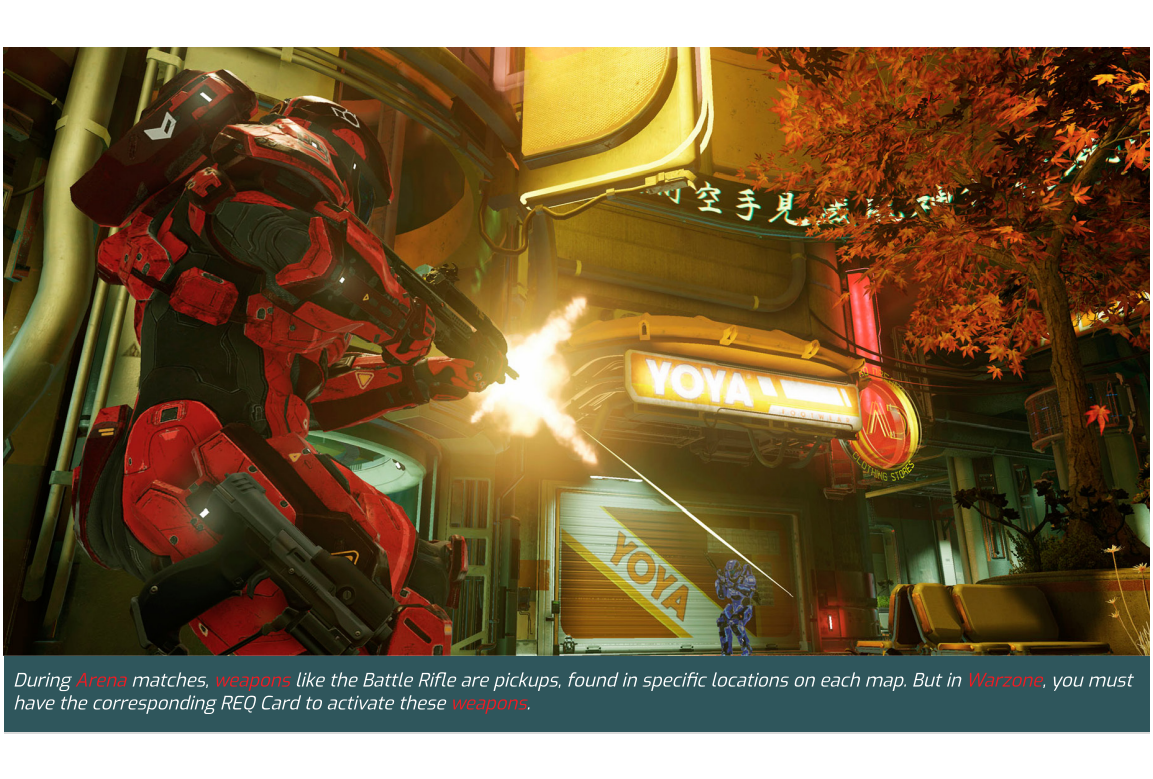
HALO 5 GUARDIANS

ARMORY

Armory

Loadout Weapons

While skill and sound tactics are an integral part of succeeding on the battlefield, so is choosing the right tools for the job. *Halo 5: Guardians* gives Spartans an unprecedented level of customization through a wide selection of weapons, vehicles, armor mods, power-ups, and boosts. Whether fighting in a Warzone battle or competing in Arena matches, knowing the strengths and weaknesses of every implement is crucial to securing a victory.



During Arena matches, weapons like the Battle Rifle are pickups, found in specific locations on each map. But in Warzone, you must have the corresponding REQ Card to activate these weapons.

ARENA

Known as loadout weapons, these are the standard-issue weapons affiliated with UNSC forces. During Arena matches, all Spartans begin each match with an Assault Rifle and Magnum. But the Battle Rifle, DMR, and SMG weapons are usually available as pickups—their availability varies based on the map.

WARZONE

As in Arena, Spartans begin Warzone matches with the Assault Rifle in Magnum. Through the REQ System you can acquire many other versions of these weapons as well as Battle Rifles, DMRs, and SMGs. Loadout weapons are permanent; once you've acquired one, it will always be in your collection. However, each loadout weapon has a REQ Level requirement that must be met before the weapon can be activated from a REQ Station. So if you have some loadout weapon REQ Cards in your collection, put them to use to gain en edge in the battle.

ATTACHMENTS

There's a wide variety of loadout REQ Cards available, distinguished by their optics and attachments. The Assault Rifle, Battle Rifle, DMR, and SMG are all capable of hosting a number of attachments which effect their performance in various ways. Here's a quick rundown of the attachments available for these weapons:

LOADOUT WEAPON ATTACHMENTS

ICON	NAME	DESCRIPTION
	Energy Bayonet	This attachment increases the damage and range of melee strikes. These are most effective on Assault Rifles and SMGs, since they excel at close-quarter combat.
	Kinetic Bolts	This Forerunner technology increases the knockback capability of each shot fired. It also increase damage against vehicles.
	Laser Targeter	This laser device increases a weapon's accuracy. This is a great addition to Battle Rifles and DMRs, making it easier to land shots.
	Long Barrel	All weapons can benefit from this attachment, increasing their effective range—Battle Rifles and DMRs are even more deadly at range.
	Silencer	Firing a weapon with a Silencer keeps you off your opponents' Motion Trackers—perfect for stealthy gameplay.
	Stabilization Jets	These small jets compensate for recoil, significantly reducing muzzle climb—the increase in accuracy is amazing, particularly when firing automatic weapons.

ASSAULT RIFLE

The Assault Rifle is designed for close-quarter combat with lethal efficiency, regardless of hostile environmental conditions or duration of use in the field.

Faction: UNSC

Magazine Capacity: 36

Firing Mode: Automatic

FIELD NOTES

» The Assault Rifle is equipped by all Spartans at the start of all Warzone and most Arena matches—so get familiar with it. Due to its high rate of fire, the weapon is best deployed at close- to midrange. While the weapon is fully capable of dropping opponents on its own, it is extremely effective for scoring clean-up kills against weak enemies—at point-blank range, use a melee strike to dish out heavy damage. Or if an opponent's shield is popped, aim for their head to take them down quickly.

» When engaging targets beyond a few meters, zoom in using Smart-Link and fire in short, controlled bursts. This helps mitigate muzzle climb caused by the weapon's recoil. For even greater accuracy, crouch when firing the Assault Rifle.

» The Assault Rifle is primarily a close-quarter weapon. So make sure you have a backup weapon with better mid- to long-range performance. The default Magnum is better suited for scoring precise, long-range hits.

» If you catch a glimpse of an opponent equipped with Active Camo, use the Assault Rifle to spray the area—each registered hit makes the target visible, allowing you to follow up with a lethal full-auto burst.

REQ CARDS

Assault Rifle

Rarity: Common

REQ Level: 1

Assault Rifle with 1.5x Projection Sight. Standard-issue fully automatic rifle effective at short to medium range.

ASSAULT RIFLE REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Common	2	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Common	2	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Common	3	Laser Targeter increases weapon accuracy.
	Long Barrel	Common	3	Long Barrel increases effective range.
	Silencer	Common	2	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Common	3	Stabilization Jets control recoil.

Recon AR

Rarity: Common

REQ Level: 1

Assault Rifle with 2x Recon Sight. UNSC Army configuration with quick-acquisition sights for midrange engagements.

RECON AR REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Common	2	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Common	2	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Common	3	Laser Targeter increases weapon accuracy.
	Long Barrel	Common	3	Long Barrel increases effective range.
	Silencer	Common	2	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Common	2	Stabilization Jets control recoil.

Longshot AR

Rarity: Common

REQ Level: 1

Assault Rifle with 3x Longshot Sight. UNSC Marine Corps Interim Fireteam Support (IFS) configuration for intermediate-range combat and long-range suppression.

LONGSHOT AR REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Uncommon	2	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Uncommon	2	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Uncommon	3	Laser Targeter increases weapon accuracy.
	Long Barrel	Uncommon	3	Long Barrel increases effective range.
	Silencer	Uncommon	2	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Uncommon	2	Stabilization Jets control recoil.

BATTLE RIFLE

The Battle Rifle is a gas-operated, magazine-fed infantry rifle proven to be an extraordinarily versatile weapon for a wide variety of ranges.

Faction: UNSC

Magazine Capacity: 36

Firing Mode: Burst

FIELD NOTES

» The versatility of the Battle Rifle cannot be overstated. Whether pushing out of your team's Base or laying down cover fire for teammates, the Battle Rifle is up to the task, ideally deployed at mid- to long range.

» The weapon fires a three-round burst, dishing out impressive damage at any range. Land body shots to pop an opponent's shields—aiming for center mass helps guarantee hits. Then follow up with a single headshot for the kill.

» While the Battle Rifle is deadly at long range, it's outclassed by faster-firing weapons like the Assault Rifle and SMG at close range. So consider keeping a rapid-fire weapon in your loadout as a backup.

» Even when firing from the hip, the Battle Rifle is surprisingly accurate. But when precision counts, zoom in, using the rifle's magnified optic to carefully place your shots.

REQ CARDS

Battle Rifle

Rarity: Common

REQ Level: 3

Battle Rifle with 2x Recon Sight. Standard-issue burst-fire rifle that can excel at any engagement range.

BATTLE RIFLE REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Common	4	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Common	4	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Common	5	Laser Targeter increases weapon accuracy.
	Long Barrel	Common	5	Long Barrel increases effective range.
	Silencer	Common	4	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Common	5	Stabilization Jets control recoil.

Longshot BR

Rarity: Uncommon

REQ Level: 3

Battle Rifle with 3x Longshot Sight. Marksman configuration preferred by many Requiem veterans.

LONGSHOT BR REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Uncommon	4	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Uncommon	4	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Uncommon	5	Laser Targeter increases weapon accuracy.
	Long Barrel	Uncommon	5	Long Barrel increases effective range.
	Silencer	Uncommon	4	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Uncommon	5	Stabilization Jets control recoil.

Sentinel BR

Rarity: Rare

REQ Level: 3

Battle Rifle with Sentinel Sight. Delta-Six special forces configuration with variable-zoom 4x/6x optics; optimized for long-range, pinpoint lethality.

SENTINEL BR REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Rare	4	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Rare	4	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Rare	5	Laser Targeter increases weapon accuracy.
	Long Barrel	Rare	5	Long Barrel increases effective range.
	Silencer	**Rare**	**4**	**Silencer reduces visibility on enemy Motion Trackers when firing.**
	Stabilization Jets	Rare	5	Stabilization Jets control recoil.

DMR

The Designated Marksman Rifle (DMR) is intended for use by personnel who can take advantage of Smart-Linked telescopic sights.

Faction: UNSC

Magazine Capacity: 14

Firing Mode: Semi-automatic

FIELD NOTES

» Deadly from across any map, the DMR is a great counter to the Battle Rifle, particularly when aiming through the weapon's magnified optics. The Sentinel DMR variant is equipped with a variable 4x/6x optic.

» The DMR is a semi-automatic weapon, firing one round per pull of the trigger. The weapon can be fired rapidly with decent accuracy. But for better precision, let the weapon settle after each shot before firing a follow-up. This is particularly important when attempting headshots. The Stabilization Jets attachment practically cancels all recoil, allowing for much faster follow-up shots.

» Functionally, the DMR performs similarly to the Magnum, albeit with greater magnification options and better long-range performance. So when you encounter a DMR, swap it out for your Magnum since they fill such similar roles—round out your loadout with a faster-firing weapon like an Assault Rifle or SMG.

» Although it's designed as a precision weapon, don't be afraid to hip fire the DMR at close to intermediate range. However, be prepared to compensate for the rifle's muzzle climb caused by recoil.

REQ CARDS

DMR

Rarity: Rare

REQ Level: 6

DMR with 3x Longshot Sight. Powerful and accurate semi-automatic rifle best used at mid- to long range.

DMR REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Rare	7	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Rare	7	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Rare	8	Laser Targeter increases weapon accuracy.
	Long Barrel	Rare	8	Long Barrel increases effective range.
	Silencer	Rare	7	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Rare	8	Stabilization Jets control recoil.

Recon DMR

Rarity: Ultra Rare

REQ Level: 6

DMR with 2x Recon Sight. Marine Force Recon configuration that emphasizes ease of handling and midrange accuracy.

RECON DMR REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Ultra Rare	7	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Ultra Rare	7	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Ultra Rare	8	Laser Targeter increases weapon accuracy.
	Long Barrel	Ultra Rare	8	Long Barrel increases effective range.
	Silencer	Ultra Rare	7	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Ultra Rare	8	Stabilization Jets control recoil.

Sentinel DMR

Rarity: Legendary

REQ Level: 6

DMR with 4x/6x Sentinel Sight. Precision configuration with variable-zoom optics, used by unaugmented UNSC snipers.

SENTINEL DMR REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Legendary	7	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Legendary	7	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Legendary	8	Laser Targeter increases weapon accuracy.
	Long Barrel	Legendary	8	Long Barrel increases effective range.
	Silencer	Legendary	7	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Legendary	8	Stabilization Jets control recoil.

MAGNUM

The Magnum is a semi-automatic, recoil-operated, magazine-fed handgun and the standard personal sidearm of all branches of the UNSC.

Faction: UNSC

Magazine Capacity: 12

Firing Mode: Semi-automatic

FIELD NOTES

» The Magnum is the standard-issue sidearm for all Spartans in both Warzone and Arena game modes. When it's paired alongside the Assault Rifle or SMG, rely on the Magnum's surprising precision and stopping power for mid- to long-range engagements. You can also switch to your Magnum quickly. Make a habit of drawing your Magnum instead of reloading another weapon.

» This semi-automatic handgun is most effective when engaging targets at long range through Smart-Link. If an opponent's shields are down, all it takes is one well-placed shot to the head to score a kill.

» In a pinch, the Magnum can perform adequately in close quarters—rapidly hammer the trigger to fire off a quick barrage of rounds at your target. If you can land three shots with the Magnum, a quick melee strike will finish off your opponent. But the Magnum's slow rate of fire puts it at a disadvantage when confronting opponents with an Assault Rifle or SMG. So consider keeping a rapid-fire weapon in your loadout.

» While the Magnum can hold its own in most mid- to long-range duels, it's outclassed by the Battle Rifle, DMR, and other precision weapons, like the Sniper Rifle. Avoid exchanging fire with opponents when they're armed with these superior weapons. Instead, seek cover and look for opportunities to flank.

» The Whispered Truth variant is a power weapon utilizing burst fire and an integrated suppressor—this keeps you off the Motion Trackers of opposing Spartans. While equipped (and loaded with ammo) the weapon also increases movement speed. Since this is a power weapon, it can only be activated once per card.

MAGNUM REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Magnum	Common	1	Magnum with 1.5x Projection Sight. Standard-issue semi-automatic heavy pistol. Use Smart-Link and call your shots.
	Whispered Truth	Ultra Rare	5	Let the lady talk. Mythic Magnum machine pistol with burst fire and integral sound suppressor. Wielding the Whispered Truth increases movement speed.

SMG

The SMG is a fully automatic personal defense weapon issued to vehicle crews and infantry expecting close-quarter urban combat or boarding actions.

Faction: UNSC

Magazine Capacity: 60

Firing Mode: Automatic

FIELD NOTES

» The SMG's blistering rate of fire makes it an extremely lethal weapon in close quarters. When encountering enemies at close range, don't bother using Smart-Link—simply shoot from the hip, peppering your target with sustained automatic fire until it drops. If an opponent's shield has been depleted, land headshots to drop them quickly.

» The weapon is fed by a top-mounted 60-round magazine. While 60 rounds seems generous, the SMG chews through ammo at a rapid pace. Therefore, make a habit of reloading after each engagement. Like most cartridge-based weapons, the SMG reloads faster when a round is left in the chamber.

» Given the enhanced mobility of Spartans, the SMG is ideal in close-quarter duels, even outperforming the Assault Rifle. The weapon's high rate of fire and large magazine capacity allow you to spray opponents as they strafe and thrust about. While hip fire is great for close quarters, utilize Smart-Link and go easy on the trigger when engaging opponents beyond a few meters—aiming and tap firing allows you to place more shots on-target.

» Make no mistake, the SMG is a close-range weapon. Therefore, complement it by selecting a weapon with better mid- to long-range performance. The Magnum, Battle Rifle, and DMR are all good options.

REQ CARDS

SMG

Rarity: Uncommon

REQ Level: 4

SMG with 1.2x CQB Sight. Rapid-fire submachine gun best suited for close-quarter combat while leveraging Smart-Link.

SMG REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Uncommon	5	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Uncommon	5	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Uncommon	6	Laser Targeter increases weapon accuracy.
	Long Barrel	Uncommon	6	Long Barrel increases effective range.
	Silencer	Uncommon	5	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Uncommon	6	Stabilization Jets control recoil.

Projection SMG

Rarity: Rare

REQ Level: 4

SMG with 1.5x Projection Sight. SWAT configuration used by UNSC military police and UEG security forces.

PROJECTION SMG REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Rare	5	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Rare	5	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Rare	6	Laser Targeter increases weapon accuracy.
	Long Barrel	Rare	6	Long Barrel increases effective range.
	Silencer	Rare	5	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Rare	6	Stabilization Jets control recoil.

Recon SMG

Rarity: Ultra Rare

REQ Level: 4

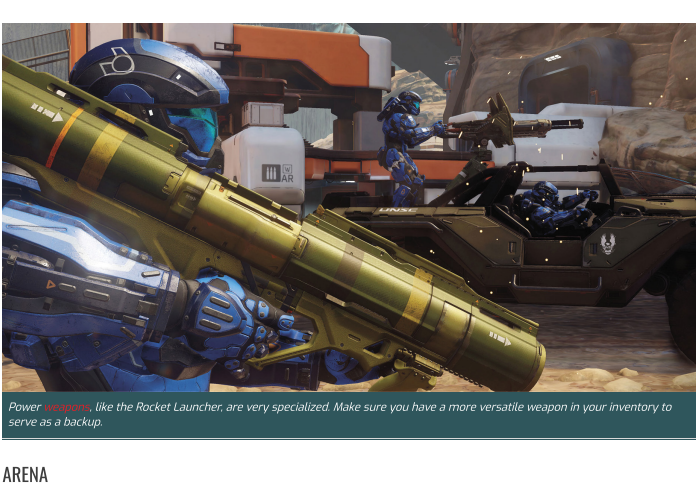
SMG with 2x Recon Sight. Personal defense weapon configuration issued to UNSC pilots.

RECON SMG REQ CARDS

ATTACHMENT	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Bayonet	Ultra Rare	5	Energy Bayonet increases melee damage and range.
	Kinetic Bolts	Ultra Rare	5	Kinetic Bolts augment knockback and damage against vehicles.
	Laser Targeter	Ultra Rare	6	Laser Targeter increases weapon accuracy.
	Long Barrel	Ultra Rare	6	Long Barrel increases effective range.
	Silencer	Ultra Rare	5	Silencer reduces visibility on enemy Motion Trackers when firing.
	Stabilization Jets	Ultra Rare	6	Stabilization Jets control recoil.

Armory

Power Weapons



Power weapons, like the Rocket Launcher, are very specialized. Make sure you have a more versatile weapon in your inventory to serve as a backup.

ARENA

As their name implies, power weapons imbue Spartans with even greater firepower. During Arena matches, some of these weapons are found scattered across each map—the most powerful of these weapons appear on Weapon Pads. Race to collect power weapons before your opponents can get their hands on them.

WARZONE

In Warzone, all power weapons must be activated through REQ Stations—assuming you have the corresponding REQ Cards in your collection. Most power weapons have even more advanced variants. These named weapons are more rare than their standard counterparts and usually offer a number of enhancements, making them even deadlier. Pay close attention to the rarity of a card before activating it—generally speaking, the rarer the card, the better the weapon is. REQ Cards for power weapons are single-use. Once activated, the card is removed from your collection. So choose the right time in the battle to activate power weapons, giving your team an offensive boost.

BEAM RIFLE

The Particle Beam Rifle is a Covenant long-range directed-energy weapon used by raiders, snipers, and scout-executors.

Faction: Covenant

Magazine Capacity: 10

Firing Mode: Semi-automatic

FIELD NOTES

» The Beam Rifle is great for damaging enemy vehicles in Warzone. Keep your distance, preferably from behind cover, and place on-target shots.

» This weapon is a great counter to the Sniper Rifle or the Binary Rifle. Its fast rate of fire, compared to the other long-range rifles, makes it worth the risk of peeking out of cover to fire off a few shots. Score headshots for instant kills or body shots for knocking down shields.

» The Beam Rifle's slow rate of fire and limited magazine capacity can be a liability in close quarters. A close-range weapon is recommended as a backup—an Assault Rifle or SMG is a good choice.

» When using Active Camo, take your time to line up lethal shots—but be ready to move out after firing. Overshield gives you the ability to withstand heavy damage, which is ideal during long-range sniper duels.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Beam Rifle	Rare	6	Beam Rifle with 3.5x/9.5x Holoscope. Long-range semi-automatic energy rifle. Use Smart-Link to line up headshots for one-shot kills.
	Sword of the Faithful	Ultra Rare	6	Personalized by the Prophet of Regret's majordomo. Improved Beam Rifle with 3.5x/9.5x Holoscope. Features faster heat reduction and higher rate of fire.
	Krith's Right Hand	Legendary	7	Reclaimed from the pirate king's personal vaults. Advanced Beam Rifle with 3.5x/9.5x Holoscope. Fires a burst of energy pulses each pull of the trigger.

BINARY RIFLE

The Binary Rifle leverages the power of twin, core-mounted particle accelerators, offering the ability to neutralize enemies with a single shot, even those of considerable mass.

Faction: Forerunner

Magazine Capacity: 2

Firing Mode: Single-Shot (Focus Fire)

FIELD NOTES

» The Binary Rifle is a good counter to the Beam Rifle or Sniper Rifle—it's most effective when zooming in with Smart-Link, for precision shots.

» Close-range battles require more skill to score hits, particularly against strafing, jumping, and thrusting opponents. But the weapon's one-shot kill capability makes it worth the risk.

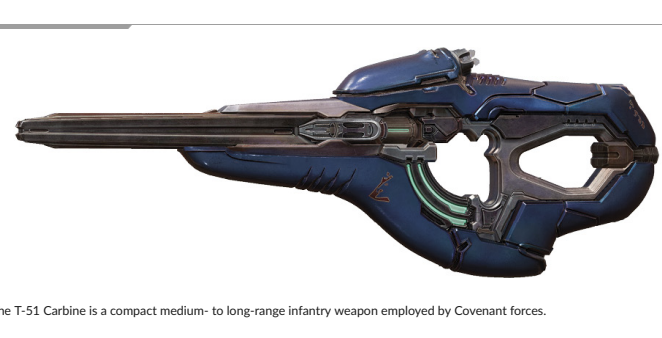
» The weapon is effective in large-scale matches—just make sure to not stay zoomed in too long. The Binary Rifle's long, laser beam-like projectile is very visible and will have your enemies ducking for cover. But the weapon's visibility also makes you easier to spot. Move frequently to keep your enemies guessing.

» Equipping Active Camo or Overshield allows you to play more aggressively. Covertly line up lethal shots while hidden with Active Camo. Or go toe-to-toe with opponents while using Overshield—and survive.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Binary Rifle	Ultra Rare	6	Binary Rifle with 4x/9x Techscope. Semi-automatic sniper energy rifle. Use Smart-Link when engaging targets at long range.
	Retina of the Mind's Eye	Ultra Rare	6	The core of this ancient weapon holds a shackled mind. Improved Binary Rifle with 4x/9x Techscope. Upgraded with a high-capacity energy storage core.
	Twin Jewels of Maethrillian	Legendary	7	A twin missing its sibling. An advanced Binary Rifle with 4x/9x Techscope. Dual beam emitters enhance the rifle's anti-armor utility.

CARBINE



The T-51 Carbine is a compact medium- to long-range infantry weapon employed by Covenant forces.

Faction: Covenant

Magazine Capacity: 20

Firing Mode: Semi-automatic

FIELD NOTES

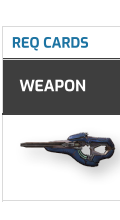
» The Carbine excels during mid- to long-range engagements. The weapon's increased rate of fire, accuracy, and newly implemented sound effects make this one of the most improved weapons.

» While the weapon can be fired from the hip with surprising accuracy, zoom in with Smart-Link for greater precision. This is essential when attempting long-range headshots.

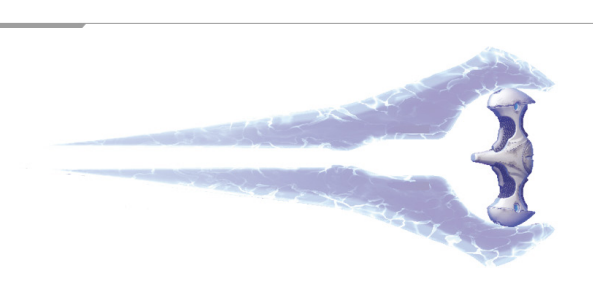
» Make sure to pace shots for better accuracy. While the Carbine can be fired quickly, recoil causes the muzzle to rise slightly. Let the weapon settle momentarily before firing a follow-up shot.

» The Carbine's generous 20-round magazine gives you the ability to rapidly place multiple shots on-target. But even once all 20 rounds have been shot, the weapon can be reloaded in approximately two seconds.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	**Carbine**	Common	4	Carbine with 1.5x Holoscope. Versatile semi-automatic rifle renowned for its accuracy and long range.

ENERGY SWORD



The Energy Sword, exclusively wielded by Sangheili, is a close-engagement weapon intended to express its owner's personal skill, clerical honor, and combat viability.

Faction: Covenant

Magazine Capacity: N/A

Firing Mode: N/A

FIELD NOTES

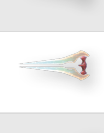
» Deadly as ever, the Energy Sword's one-hit lethality should never be overlooked—keep your distance from opponents carrying one of these terrifying melee weapons. Smart-Linked Energy Swords can even kill from midrange. While equipped, Energy Swords also increase your movement speed.

» Opponents equipped with Active Camo or Overshield are extremely difficult to kill when using the Energy Sword. Keep your distance while firing or simply run away.

» The weapon is most effective while thrusting, sprinting, and performing Spartan Charges. Sprinting makes it easier to track down foes, while thrusting and Spartan Charges, when combined with a well-timed strike, allow you to kill opponents with one hit.

» Keep a Magnum or other long-range weapon to serve as a backup weapon. Equip the Energy Sword only when you are within melee range.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Energy Sword	Uncommon	3	Deadly plasma-based melee weapon. Successful strikes deplete the sword's limited energy charge.
	Ravening Sliver	Rare	3	Each of these relic blades is marked by its creator and first owner, but their legacy has long been forgotten. Improved Energy Sword. Lightweight and ergonomic design allows for faster weapon switch speed.
	**Vorpal Talon**	**Ultra Rare**	**4**	**Through and through. Advanced Energy Sword. Live a little, even if the repair teams hate you. Additional thruster hang time and two thruster evades per cooldown.**
	Prophet's Bane	Legendary	6	The Arbiter awaits the San'Shyuum's inevitable return with blade in hand. Mythic Energy Sword. The sword's infectious bloodlust increases movement speed and grant's the user Active Camo. When using Smart-Link the blade will seemingly move of its own volition, making lunge strikes easier.

FUEL ROD CANNON

The Fuel Rod Cannon is a shoulder-fired heavy weapon that launches extremely volatile explosive projectiles that detonate on impact.

Faction: Covenant

Magazine Capacity: 5

Firing Mode: Semi-automatic

FIELD NOTES

» The Fuel Rod Cannon is great for scoring long-range hits on vehicles in Warzone. But despite the projectile's impressive speed, it may be necessary to lead moving targets.

» If it's found on Arena maps, make sure to take advantage of the weapon's explosive projectiles in narrow hallways— the splash damage practically guarantees a kill.

» Make sure you have a solid midrange backup weapon when carrying the Fuel Rod Cannon. A Battle Rifle is always a good option.

» If opponents are carrying other heavy weapons, counter with a well-placed shot from the Fuel Rod Cannon. This is a great way to take out unsuspecting opponents armed with precision weapons like the Railgun or Sniper Rifle.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Fuel Rod Cannon	Uncommon	4	Fuel Rod Cannon with 1.7x Holoscope. Magazine-fed heavy weapon that fires unstable rods in a ballistic arc.
	Light of Urs	Rare	5	The war on Sanghelios has led to unprecedented advances in fuel rod technology. Improved Fuel Rod Cannon with 1.7x Holoscope. Fuel rods are faster and have a larger explosion radius.
	Pool of Radiance	Ultra Rare	5	Both the Swords of Sanghelios and Covenant use once-forbidden armaments in their bloody civil war. Advanced Fuel Rod Cannon with 1.7x Holoscope. Fuel rod explosions leave a dangerous residue in their impact area.

GAUSS TURRET

This Gauss Turret is a portable anti-tank weapon, similar to those mounted on UNSC Warthogs.

Faction: UNSC

Magazine Capacity: 9

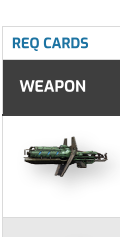
Firing Mode: Semi-automatic

FIELD NOTES

» The Gauss Turret is best deployed as an anti-vehicle weapon. The projectile's high speed makes it relatively easy to hit moving targets. The weapon is also very effective against Bosses in Warzone. As long as you keep your distance, you can engage Bosses and their minions without fear of retaliation.

» You can't equip any other weapons while lugging around the Gauss Turret. If you come under fire while carrying the turret, drop it and return fire with other weapons in your loadout. You can always return and pick up the turret once the threat has subsided.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	**Gauss Turret**	Legendary	6	Precision anti-tank coilgun.
	ONI Gauss Turret	Legendary	6	ONI field operatives appreciate the precision and power of Gauss weapons. ONI Gauss cannon impacts produce lingering area-of-effect damage.

HYDRA LAUNCHER

The Hydra Launcher is a shoulder-fired weapon system capable of rapidly firing up to six mini-missiles, each with homing capability.

Faction: UNSC

Magazine Capacity: 6

Firing Mode: Automatic

FIELD NOTES

» The new Hydra Launcher is capable of firing explosive warheads in guided and unguided modes. Tap the trigger to fire one missile, or hold down the trigger to fire all six.

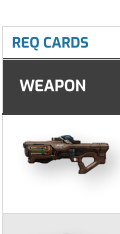
» Zoom in to lock on to targets before firing. A red diamond-shaped bounding box appears around suitable targets—when the word "Fire" flashes beneath the reticle, the weapon is locked on. This allows the missiles to home in on the target, which is ideal for engaging moving targets.

» In Warzone, try to take out Watcher minions before engaging nearby Bosses with the Hydra Launcher. Watchers can redirect missiles, sending them back at you.

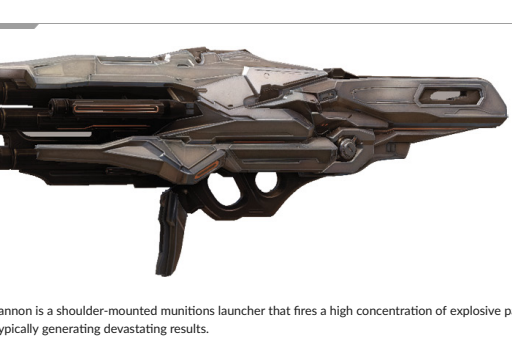
» To hit enemies partially obscured by cover, acquire a lock, then look away before firing. As long as the lock is maintained before launch, the missiles will arc toward the target, often skimming over or around pieces of cover.

» Always carry a versatile backup weapon when carrying the Hydra Launcher. In the event your missiles are evaded, you'll want to follow up with the rapid fire of an Assault Rifle.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	**Hydra Launcher**	Uncommon	5	Hydra with 1.2x Scope. Portable mini-missile launcher. Hold down trigger to lock on to targets before releasing.
	Typhoon	Rare	5	What Chalybs builds, Watershed Division perfects. Improved Hydra Launcher.
	Echidna	Ultra Rare	7	Experimental mini-missile warheads are just one of Chalybs Defense's many R&D projects. Advanced Hydra Launcher.

INCINERATION CANNON



The Incineration Cannon is a shoulder-mounted munitions launcher that fires a high concentration of explosive particles along multiple streams, typically generating devastating results.

Faction: Forerunner

Magazine Capacity: 10

Firing Mode: Semi-automatic + Charge

FIELD NOTES

» Aptly named, the Incineration Cannon is a powerful explosive weapon best deployed against vehicles and Bosses in Warzone. One fully charged shot from this weapon is capable of vaporizing Spartans and lesser targets.

» Tapping the trigger fires a relatively weak double explosive shot, expending approximately 10 percent of the weapon's ammo. A fully charged shot results in a massive explosion, with tremendous knock-back capability. However, a fully charged shot expends approximately 30 percent of the weapon's ammo. This means you can only fire three fully charged shots with this weapon—make them count.

» This is a highly specialized weapon best deployed at close to medium range. When carrying the Incineration Cannon, make sure you have a more versatile weapon to serve as a backup—a Magnum or Assault Rifle will suffice.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Incineration Cannon	Rare	6	Incineration Cannon with 1.25x Techscope. Heavy cannon that fires a powerful energy charge. Main charge spawns submunitions on impact.
	River of Light	Ultra Rare	7	The war against the Flood led to many technical advances. All proved fruitless. Improved Incineration Cannon with 1.25x Techscope. Charging the cannon will unleash a long burst of energy blasts.
	Heartseeker	Legendary	8	Forerunner Warrior-Servants were relentless on the hunt. Advanced Incineration Cannon with 1.25x Techscope. Energy charges track on enemies.

LIGHTRIFLE

The LightRifle is a precision Forerunner energy weapon wielded by Warrior-Servants against the Flood, and by the Promethean Knights against humanity.

Faction: Forerunner

Magazine Capacity: 12

Firing Mode: Semi-automatic

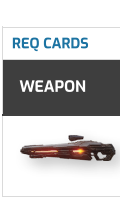
FIELD NOTES

» The LightRifle is an extremely versatile precision weapon. For best results, zoom in before firing. Not only does this allow for precise targeting, but the LightRifle actually has a wider beam when zoomed, making it easier to score hits.

» Since the weapon is most effective while zoomed in, it's best to deploy the LightRifle at mid- to long range. But limit your time peering through the scope—your peripheral vision is limited, leaving you vulnerable to flank attacks.

» Firing from the hip does less damage but can work in a pinch. However, you're better off equipping a rapid-fire close-quarter weapon when engaging nearby threats. So consider keeping an Assault Rifle or SMG as a backup.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	**LightRifle**	Rare	5	Accurate and powerful LightRifles were the standard-issue weapons of ancient Promethean warriors.

NEEDLER

The Needler is a compact, fully automatic munitions launcher that fires shards of exotic crystalline material that home in on targets and detonate.

Faction: Covenant

Magazine Capacity: 22

Firing Mode: Automatic

FIELD NOTES

» The Needler is a compact, fully automatic Covenant weapon with some unique characteristics. The crystalline projectiles home in on targets. If multiple projectiles hit a target, they detonate, dealing even more damage. Individual hits with the Needler are relatively weak. So always try to land multiple shots to trigger an explosion.

» Compared to previous versions, the new Needler's projectiles travel at much higher speeds. This makes it more difficult for opponents to evade the homing crystals.

» In Warzone matches, reserve Needlers for taking down Bosses. Their high rate of fire and explosive qualities are ideal for wearing down a Boss's shields and health. But you'll need to get in close and land multiple, consecutive shots to inflict optimal damage.

» The Needler is primarily a close-range weapon. Make sure you have a suitable backup for dealing with mid- to long-range threats. You can never go wrong with the Battle Rifle.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Needler	Common	3	Needler with 1.4x Holoscope. Fires shards that home in on short-range targets. If multiple shards strike a target they will detonate, creating a "supercombine" explosion.
	Hailstorm	Uncommon	4	Improved Needler with 1.4x Holoscope. Fires fast-moving crystal shards that exhibit strong homing behavior.
	Talon of the Lost	Rare	4	Advanced Needler with 1.4x Holoscope. Shards remain embedded for longer periods and generate "supercombine" explosions faster.

PLASMA CASTER

The Plasma Caster is a unique Covenant weapon firing explosive plasma bolts capable of bouncing off surfaces or sticking to targets.

Faction: Covenant

Magazine Capacity: 5

Firing Mode: Semi-automatic + Charge

FIELD NOTES

» The Plasma Caster functions like a grenade launcher, ideal for lobbing explosive munitions across the map with impressive accuracy. Plasma bolts are fired in an arc-like trajectory, so aim high when engaging distant targets.

» Tap the trigger to fire a bouncing plasma bolt. This can come in handy for hitting opponents hiding behind cover. But as with grenades, bouncing plasma bolts with precision takes practice.

» If you hold down the trigger, the weapon fires a charged shot that sticks to the target before chain-detonating, resulting in multiple secondary explosions. Sticking a shot to an opponent is always lethal. Charged shots are also a good way to block access to narrow chokepoints, like doorways—this is a good way to escape a pursuing opponent.

» Despite its explosive qualities, the Plasma Caster is best deployed at mid- to long range. So make sure you have a versatile backup weapon to handle those close-range threats.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Plasma Caster	Uncommon	4	Plasma Caster with 1.5x Holoscope. Fires plasma bolts that can be bounced off terrain to reach targets behind cover. Bolts stick and will chain-detonate when fired using Smart-Link.
	Scourge of Fire	Rare	5	Modifying design patterns to enhance their performance was once considered apostasy. Improved Plasma Caster with 1.5x Holoscope. Fires two plasma bolts per shot and does not overheat.
	White Scar	Ultra Rare	6	There is little honor to be found in slaughter, but that's enough for some. Advanced Plasma Caster with 1.5x Holoscope. Plasma bolts will proximity detonate if hip-fired and have a Needler fragmentation effect.

PLASMA PISTOL

The Plasma Pistol has become ubiquitous among combatants of all kinds after the Covenant War due to its versatility and lethality.

Faction: Covenant

Magazine Capacity: 100

Firing Mode: Semi-automatic + Charge

FIELD NOTES

» When it comes to taking down shields or disabling vehicles, there's no better weapon than the Plasma Pistol. While the weapon can be tap-fired to deal minor damage, it's most effective when fully charged, firing a homing electromagnetic pulse—hold down the trigger to charge the weapon, then release the trigger to fire. Charged shots can completely eliminate an opponent's shields, even if they're equipped with Overshield.

» Each charged shot expends approximately 15 percent of the weapon's ammo. Charged shots also overheat the weapon, leaving it inoperable for a few seconds. But the power of a charged shot is worth these minor drawbacks.

» When engaging opponents, hit them with a charged shot to drop their shields, then switch to a Magnum (or other weapon) to score a lethal headshot. Make a habit of switching weapons when an opponent's shields are down—the Plasma Pistol isn't effective for scoring kill shots.

» Hitting a vehicle with a Plasma Pistol's charged shot renders it disabled for a few seconds. Try to disable open-cockpit vehicles like the Warthog or Ghost, then rush up and take out the occupants—or hijack the vehicle.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Plasma Pistol	Common	3	Plasma Pistol with 1.3x Holoscope. Semi-automatic pistol that fires packets of superheated plasma. Holding down the trigger, then releasing, will fire a tracking overcharge shot with an EMP effect that will disable vehicles and knock out shields. Overcharge shots temporarily overheat the weapon.
	Spitfire	Uncommon	3	Kig-Yar armorers should never be underestimated. Improved Plasma Pistol with 1.3x Holoscope. Overcharges faster and does not overheat.
	Void's Tear	Rare	4	Built with the best of intentions. Advanced Plasma Pistol with 1.3x Holoscope. Overcharged shots create an unstable gravimetric vortex at point of impact, pulling in nearby objects and then exploding.

PLASMA TURRET

The rapid-fire Plasma Turret is a portable variant usually found mounted on Covenant vehicles.

Faction: Covenant

Magazine Capacity: 200

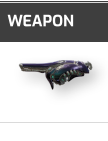
Firing Mode: Automatic

FIELD NOTES

» The Plasma Turret's high rate of fire and large magazine capacity make it a surprisingly versatile weapon, effective against Spartans, Bosses, and vehicles alike. But due to the operator's lack of mobility, it's best to hold back and engage threats from long range. What it lacks in accuracy, it more than makes up for in volume of fire.

» As with all turrets, you can't access your other weapons while carrying the Plasma Turret. So if you come under attack, drop the Plasma Turret and seek cover while returning fire with the weapons in your loadout. You can always retrieve the Plasma Turret from the ground once immediate threats subside.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	**Plasma turret**	Rare	2	Rapid-fire plasma cannon.

RAILGUN

The Railgun fires a dense tungsten projectile at hypersonic velocities to deliver massive amounts of kinetic energy to its target.

Faction: UNSC

Magazine Capacity: 5

Firing Mode: Charge

FIELD NOTES

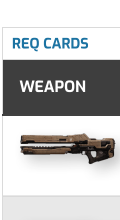
» The Railgun is a precision, high-powered weapon best deployed at long range. Its stopping power is effective against a variety of targets, including Spartans, Bosses, and vehicles. When you use Smart-Link, the Railgun's range increases, making it effective for scoring one-shot kills.

» Before it can be fired, the Railgun requires a short charging cycle, initiated by holding down the trigger—watch the semicircular reticle animate while charging. Once fully charged, the weapon automatically fires. Timing shots can be tricky, particularly if pushing out of cover or trying to hit a moving target. The Arclight variant allows you to choose when to fire the shot—release the trigger when you're ready to fire.

» The weapon's charging cycle makes it very difficult to use in close quarters, particularly against strafing and thrusting opponents. So unless you're very comfortable with the Railgun, keep a competent close-range weapon in your loadout to compensate for the weapon's slow rate of fire.

» The normal firing sequence for the Railgun involves holding the trigger down until the weapon fully charges and then fires. However, you can release the trigger to discharge it early, causing less damage. But even when partially charged, a headshot is devastating and could catch the enemy off-guard.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	**Railgun**	Common	4	Railgun with 1.7x Scope. Powerful single-shot coilgun that requires a short charge cycle before firing.
	Whiplash	Uncommon	4	Acheron Security has recently made great strides in developing compact fast-discharge energy cells and miniaturized sensors. Improved Railgun with 1.7x Scope. Faster charge cycle and multiple shots per magazine. Railgun projectiles have a proximity airburst fuse.
	Arclight	Rare	5	Those who can't acquire super-soldiers acquire super-weapons instead. Advanced Railgun with 1.7x Scope. Shots take longer to charge, but the armor-piercing high-explosive (APHE) projectiles are devastatingly lethal.

ROCKET LAUNCHER

The Rocket Launcher is a magazine-fed launcher that fires a range of guided and unguided munitions.

Faction: UNSC

Magazine Capacity: 2

Firing Mode: Semi-automatic

FIELD NOTES

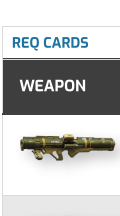
» The Rocket Launcher remains one of the most lethal heavy weapons in the game. Whether rushing an enemy Base, attacking a Boss, or blasting a vehicle, the Rocket Launcher's explosive munitions are up to the task. The weapon can even lock on to aerial vehicles.

» Don't be afraid to use the Rocket Launcher in close quarters. Its impressive splash damage practically guarantees a kill, regardless of your accuracy. In tight, high-traffic areas, it's possible to score multiple kills with a single shot. But if you're not careful, you can get caught up in the blast as well.

» Unguided, the rocket's trajectory is relatively flat. So take your time lining up long-range shots. While it's not a precision weapon, the rocket's blast radius compensates for a lack of accuracy.

» The weapon has a two-rocket magazine capacity. This allows you to rapidly fire two consecutive shots before reloading. However, when it's time to reload, seek cover—it takes approximately four seconds to load a new magazine.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	**Rocket Launcher**	Uncommon	6	Rocket Launcher with 1.8x Scope. Shoulder-fired heavy weapon. Can fire two missiles per magazine. Lock on to air targets before firing.
	Ad Victoriam	**Rare**	**6**	**There's nowhere to hide. Improved Rocket Launcher with 1.8x Scope. Three missiles are fired each shot, in a "V" pattern. The missiles can be laser-guided when using Smart-Link. The missiles also feature an airburst proximity fuse.**
	High Five	Ultra Rare	7	BOOM! Advanced Rocket Launcher with 1.8x Scope. Each shot unleashes five Hydra mini-missiles that will lock on to ground and air targets.

ROCKET TURRET

Usually mounted on Warthogs, this mobile Rocket Turret is designed for deployment by Spartans, offering impressive explosive firepower.

Faction: UNSC

Magazine Capacity: 24

Firing Mode: Automatic

FIELD NOTES

» Packed with 24 high-explosive rockets, the Rocket Turret offers plenty of bang in a relatively small package, ideal for taking down infantry and vehicles. By holding down the trigger, all rockets can be fired in quick succession, peppering targets with explosions. Aim the weapon skyward to lock on to aerial vehicles before firing—this is a great way to damage pesky Banshees and Phaetons.

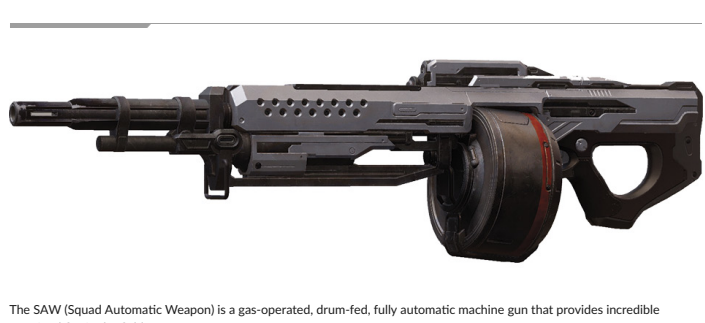
» Compared to the Rocket Launcher, the rockets fired by the Rocket Turret are relatively small, inflicting moderate damage. Their splash damage is also modest. To compensate for the lack of damage, saturate targets with volleys of multiple rockets. Consecutive rocket strikes add up, dealing huge damage.

» You're extremely slow while lugging around this bulky turret. Be ready to drop it and use your other weapons to fend off attackers. You can always retrieve the turret from the ground once the area is clear of threats.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Rocket Turret	Ultra Rare	5	Fires high-explosive missiles that can lock on to air targets.
	ONI Rocket Turret	Legendary	5	When it's time to go loud, ONI accepts no substitutes. Fires missiles with both surface-to-air and surface-to-surface engagement profiles.

SAW



The SAW (Squad Automatic Weapon) is a gas-operated, drum-fed, fully automatic machine gun that provides incredible sustained fire in the field.

Faction: UNSC

Magazine Capacity: 72

Firing Mode: Automatic

FIELD NOTES

» When it comes to full-auto cartridge-based weapons, the SAW is at the top of the food chain. Fed by a generous 72-round drum magazine, the SAW is capable of pumping out walls of hot lead with terrifying accuracy and lethality.

» The SAW exhibits more than its fair share of recoil. Even after firing a short burst, the weapon suffers from significant muzzle climb, causing the weapon to jump off-target. But this can be mitigated by applying some downward pressure during lengthy automatic bursts.

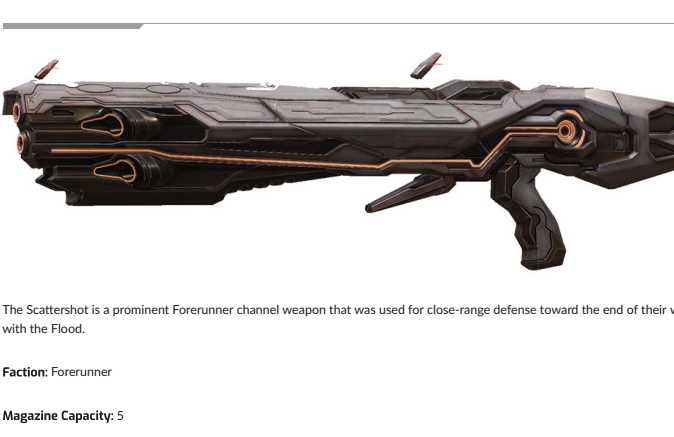
» The weapon's high rate of fire is ideal for tearing through an opponent's shields or for damaging Bosses and vehicles. Instead of firing in short bursts, keep the pressure on, striking targets with successive rounds. This denies enemies the chance to escape or recover.

» For best results, deploy the SAW at close to medium range. While the SAW can hit targets at long range, you're better off rounding out your loadout with a Battle Rifle or DMR.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	SAW	Common	5	SAW with 1.5x Scope. Rapid-fire light machine gun with a large ammo capacity.
	Appetite for Destruction	Rare	6	Raze everything to the ground. Improved SAW with 1.5x Scope. Fitted with a high-capacity drum magazine.
	The Answer	Rare	6	Inquiring sentient beings want to know. Advanced SAW with 1.5x Scope. Fires explosive rounds.

SCATTERSHOT



The Scattershot is a prominent Forerunner channel weapon that was used for close-range defense toward the end of their war with the Flood.

Faction: Forerunner

Magazine Capacity: 5

Firing Mode: Semi-automatic

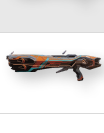
FIELD NOTES

» The Scattershot is essentially a Forerunner shotgun with a unique characteristic. The weapon's schismatic dispersal effect allows its projectiles to ricochet off hard surfaces. So if the projectiles initially miss the target, there's a chance they'll ricochet off the floor or nearby wall to score an indirect hit.

» Like the Shotgun, the Scattershot is a close-range weapon. Equip it when operating in close-quarter environments. Up close, all it takes is one shot to disintegrate an opponent. Using Active Camo, try to sneak up on opponents and one-shot them. But keep a more versatile weapon in your loadout to deal with mid- to long-range threats.

» The weapon must be loaded one round at a time, so try to reload after each shot or engagement. Firing the weapon until it's completely empty results in a long reload time. Once one round is loaded, the reload animation can be interrupted by firing.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Scattershot	Rare	4	Scattershot with 1.2x Techscope. Short-range semi-automatic shotgun. Energy projectiles can ricochet off hard surfaces.
	Loathsome Thing	Ultra Rare	4	Stained in the ichor of a thousand foul beasts. Improved Scattershot with 1.2x Techscope. Increased damage and an extended magazine.
	**Didact's Signet**	Legendary	5	Made by the Didact's own hand to reward his most elite Prometheans. Advanced Scattershot with 1.2x Techscope. Projectiles have aggressive homing characteristics on bounce and prolonged lifespan.

SHOTGUN

The Shotgun is a dual-tube-fed, pump-action tactical shotgun issued to ships' troops and infantry expecting close-quarter combat.

Faction: UNSC

Magazine Capacity: 5

Firing Mode: Semi-automatic

FIELD NOTES

» The Shotgun is absolutely deadly at close range, capable of dropping Spartans with one shot. As a result, never get in a close-quarter duel with Shotgun-wielding opponent—chances are, you won't win. But the weapon's poor performance at ranges beyond a few meters makes it necessary to carry a more versatile backup, like a Magnum or Battle Rifle.

» Active Camo and the Shotgun make for a deadly combination—casually walk up to opponents and one-shot them at point-blank range. If you're not close enough for a one-shot kill, follow up with a melee strike to finish the job.

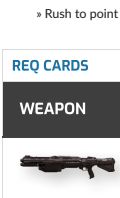
» The Shotgun's internal tube magazines must be loaded one shell at a time. To avoid lengthy reload times, completely reload the Shotgun after each engagement or kill. The Shotgun doesn't need to be fully loaded before it can fire again—you can interrupt the reload animation by pulling the trigger.

» The weapon is equipped with a tactical light. While this light does little to illuminate dark spaces, it's bright enough to give away your position. So keep another weapon equipped while moving around and switch to the Shotgun when you're ready to engage at close range. The tactical light cannot be turned off.

» When carrying Oathsworn, you benefit from a movement speed bonus. If you run out of ammo, the speed bonus is lost.

» Rush to point blank range with a well-timed slide or thrust to score a swift one-shot kill.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	**Shotgun**	Common	3	Shotgun with 1.2x Scope. Short-range semi-automatic shotgun. Get up close and personal to maximize damage.
	Lawgiver	Uncommon	3	Dura lex, sed lex. Improved Shotgun with 1.2x Scope. Increased damage, accuracy, and rate of fire.
	Blaze of Glory	Rare	4	Advanced technology married to brutal simplicity. Advanced Shotgun with 1.2x Scope. Fires fast-moving hardlight projectiles with extra range.
	Oathsworn	Legendary	4	Memories of loss and dreams of vengeance, sealed in steel and composites. Mythic Shotgun with 1.2x Scope. Increased damage, accuracy, and rate of fire. The user's movement speed is also increased while Oathsworn is equipped.

SNIPER RIFLE

The Sniper Rifle sees extensive anti-personnel use due to its long range and ability to penetrate both dissipative energy shielding and heavy armor plating.

Faction: UNSC

Magazine Capacity: 4

Firing Mode: Semi-automatic

FIELD NOTES

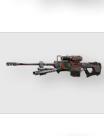
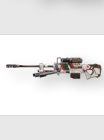
» The Sniper Rifle is a *Halo* classic, still capable of scoring one-shot kills—but you need to land headshots. The enhanced mobility of Spartans makes headshots more difficult than ever. So don't feel bad about going for body shots. One shot is enough to deplete a Spartan's shield, and a follow-up shot to the body or head proves lethal.

» The weapon is equipped with a variable 4x/9x Oracle Scope. While the 4x zoom level is sufficient for most engagements in Arena matches, you may need the greater 9x magnification when targeting distant enemies on the massive Warzone maps. But limit your time peering through the scope—the lack of peripheral vision leaves you vulnerable to flank attacks and assassinations. Remember, if you take damage while zoomed in, you'll be pulled out of the scope view.

» This is purely a long-range weapon. Equip it only when you're in a relatively safe position and ready to take some shots at distant opponents or Bosses. While the weapon can be fired from the hip with impressive accuracy, its slow rate of fire and limited magazine capacity make it a liability during close-quarter engagements. So carry a rapid-fire weapon, like an Assault Rifle or SMG, as a backup.

» Take advantage of the weapon's lethality while equipped with Active Camo or Overshield. Active Camo gives you the opportunity to line up headshots without immediate fear of retaliation—just move after taking a shot. Overshield gives you the durability to withstand incoming shots during long-range duels.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Sniper Rifle	Uncommon	6	Sniper Rifle with 4x/9x Oracle Scope. Semi-automatic multi-role heavy rifle that is best used at long range with Smart-Link.
	**End of the Line**	Rare	6	All good things must come to an end. Improved Sniper Rifle with 4x/9x Oracle Scope. Instant zoom when using Smart-Link. Features a high rate of fire, with less recoil. But each shot inflicts less damage as well.
	**Arrow of Time**	Ultra Rare	7	There's no going back. Advanced Sniper Rifle with 4x/9x Oracle Scope. Weapon has an extended magazine at the cost of increased recoil. However, you can't be descoped while zooming with this weapon.
	Nornfang	Legendary	7	A master-crafted instrument of death and destruction. Mythic Sniper Rifle with 4x/9x Oracle Scope. The weapon fires explosive projectiles, capable inflicting heavy damage. There is also an integrated Motion Tracker when zoomed, making it easier to locate targets.

SPARTAN LASER

The Spartan Laser is a shoulder-fired, Smart-Linked nonlinear rifle that projects a superheated beam of energy that is incredibly effective at destroying both enemy personnel and vehicles.

Faction: UNSC

Magazine Capacity: 4

Firing Mode: Charge

FIELD NOTES

» The extreme damage inflicted by the Spartan Laser's energy beam is best directed toward vehicles and Bosses during Warzone matches, but it can also take down Spartans with a single shot. Use the weapon to counter pesky opponents equipped with heavy weapons like the Hydra Launcher or Rocket Launcher.

» Similar to the Railgun, the weapon must be charged before firing—hold down the trigger to begin the charging cycle. Once charged, the weapon automatically fires. So try to keep the weapon aimed at your target throughout the entire charging cycle to ensure a hit.

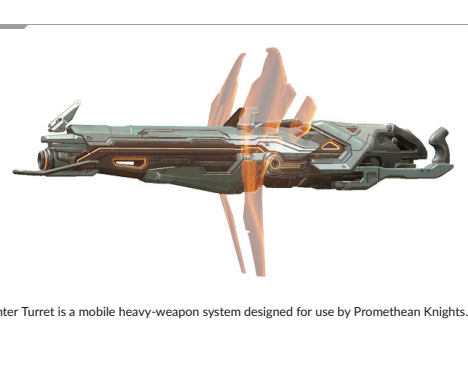
» Each charged shot consumes 25 percent of the weapon's ammo—this means you only get four shots with each Spartan Laser. Endgame and Selene's Lance only consume 12 percent per shot, giving you a total of eight shots. So before deploying the Spartan Laser, find an isolated location where you can focus on a distant target without fear of coming under attack. The Spartan Laser is effective at extreme ranges—if you can see the target, you can hit it.

» This is a precision weapon, ideal for picking off opponents riding around in vehicles. Zoom in and take aim at the exposed occupants of Warthogs and Ghosts.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Spartan Laser	Rare	5	Spartan Laser with 2.5x Scope. Anti-vehicle laser. Requires a short warm-up time before firing.
	Endgame	Ultra Rare	6	Checkmate. Improved Spartan Laser with 2.5x Scope.
	Selene's Lance	Legendary	7	Built from components fresh from the labs in Seongnam. Advanced Spartan Laser with 2.5x Scope.

SPLINTER TURRET



This Forerunner Splinter Turret is a mobile heavy-weapon system designed for use by Promethean Knights.

Faction: Forerunner

Magazine Capacity: 30

Firing Mode: Semi-automati

FIELD NOTES

» The Splinter Turret fires explosive hardlight projectiles. Each projectile explodes upon impact, releasing a few bomblets that bounce around before detonating. Combined, the primary and secondary explosions inflict impressive damage, particularly in confined spaces. For best results, fire a volley of four or five shots to completely saturate an area with explosions.

» This is a semi-automatic weapon, firing one shot per trigger pull. The large, low-velocity projectiles have a tendency to drop over range, so aim a little high when engaging targets at mid- to long range. For best results, deploy this weapon against Bosses and slow-moving vehicles like Wraiths or Scorpions.

» Carrying the Splinter Turret reduces your movement speed significantly. So if you come under attack, be ready to drop the turret. You can always return to the turret and pick it up once the threat has been eliminated.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Splinter Turret	**Rare**	3	Fires hardlight projectiles that break apart and detonate after impact.

STORM RIFLE

The Storm Rifle is a more resilient and higher-performing variant of the standard Plasma Rifle, including a modular coil set, a high-mounted cooling shroud, and an extended barrel.

Faction: Covenant

Magazine Capacity: 100

Firing Mode: Automatic

FIELD NOTES

» The Storm Rifle is the Covenant's answer to the Assault Rifle, capable of rapidly firing plasma bolts. The weapon's high rate of fire is ideal for peppering opponents in close quarters, quickly tearing down their shields. A quick burst followed by a melee strike is a great way to deal with threats at point-blank range.

» When firing prolonged automatic bursts, the Storm Rifle has a tendency to overheat. The weapon's semicircular heat gauge appears beneath the reticle—cease fire before this gauge is full to prevent overheating. If the weapon overheats, it becomes inoperable for approximately three seconds. For best results, fire the Storm Rifle in short three- to four-round bursts. This keeps the weapon cool and mitigates muzzle climb due to recoil.

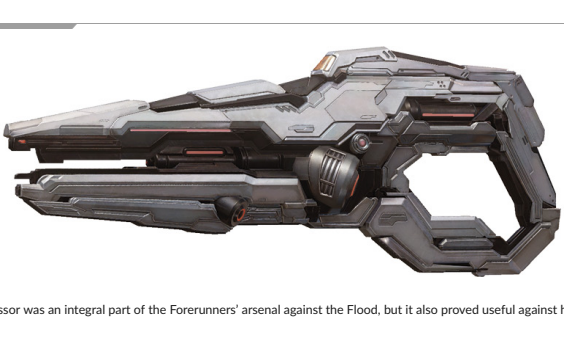
» The weapon has a very generous ammo capacity—each shot translates to 1 percent of the weapon's total ammo, giving you 100 shots per deployment. But go easy on the trigger—that ammo disappears fast thanks to the weapon's blistering rate of fire.

» Despite being effective at close range, the Storm Rifle struggles at long range. You can get a bit more accuracy out of the rifle by crouching and zooming in. But you're better off switching to a more competent long-range weapon like the Battle Rifle or DMR. Even the Magnum is a good backup alternative.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Storm Rifle	Common	1	Storm Rifle with 1.4x Holoscope. Rapid-fire plasma rifle effective out to medium range when Smart-Link is engaged. Sustained fire can temporarily overheat the weapon.

SUPPRESSOR



The Suppressor was an integral part of the Forerunners' arsenal against the Flood, but it also proved useful against human forces.

Faction: Forerunner

Magazine Capacity: 42

Firing Mode: Automatic

FIELD NOTES

» Similar to the Covenant's Storm Rifle, or UNSC's Assault Rifle, the Suppressor is the standard-issue weapon of Forerunner forces. Its accuracy, rate of fire, and damage output make it one of the most versatile weapons available.

» The Suppressor is capable of rapidly firing energy bolts, perfect for wearing down a target's shields and health. While hip fire is sufficient when engaging opponents at close range, for improved accuracy zoom in with Smart-Link when targeting enemies at mid- to long range.

» While the Suppressor doesn't overheat, its high rate of fire results in significant muzzle climb, caused by the weapon's recoil. To improve accuracy, fire in short, controlled bursts to keep the weapon on target. Alternatively, apply some downward pressure during prolonged automatic bursts in an effort to keep the reticle centered.

» Offering impressive accuracy at close to medium range, the Suppressor is less effective when it comes to taking down targets at long range. So consider backing it up with a Battle Rifle or DMR to deal with those long-range threats.

» The weapon benefits from an accelerating rate of fire. The longer you hold down the trigger, the faster the Suppressor fires. This makes the weapon extremely deadly when firing prolonged automatic bursts. But the higher rate of fire also results in faster ammo consumption.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Suppressor	Common	2	Suppressor with 1.2x Techscope. Fully automatic energy rifle effective at short range. Accuracy significantly improves when using Smart-Link.

Armory

Grenades

Need a bit more firepower? Spartans can now carry up to six grenades, consisting of two Fragmentation Grenades, two Plasma Grenades, and two Splinter Grenades. While Spartans start every match with two Fragmentation Grenades, Plasma and Splinter Grenades can be found scattered throughout Arena maps—simply walk over these grenade pick-ups to add two to your inventory. The grenades you're carrying are represented by icons in the top left corner of the HUD. Use the directional pad to cycle through the available grenades in your possession.

FRAGMENTATION GRENADE

The Frag Grenade is a high-explosive, dual-purpose explosive device used by UNSC forces.

Faction: UNSC

FIELD NOTES

» All Spartans enter combat with two of these grenades, so don't forget to use them. The Fragmentation Grenade utilizes a timed fuse—the fuse is triggered after striking a hard surface. This allows the grenade to bounce and skip off surfaces, increasing its effective range before eventual detonation. Try to score some indirect kills by bouncing these grenades around corners.

» With some practice, these grenades can be thrown great distances with reasonable precision. During Arena or Breakout matches, toss your Fragmentation Grenades at the start of a round in an effort to take out opponents rushing toward power weapons or power-ups.

» The grenade's tendency to bounce can make it difficult to score kills with, particularly at close range. So always keep an eye on the bouncing grenade and be ready to thrust away. If you're not careful, it may bounce back toward you.

PLASMA GRENADE

Covenant antipersonnel grenade. Intelligently adheres to infantry targets for maximum lethality.

Faction: Covenant

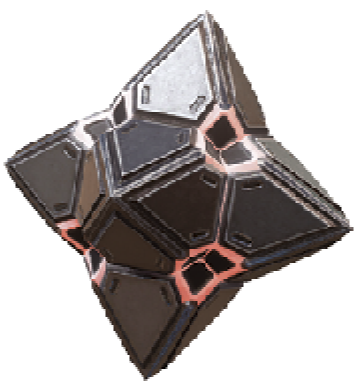
FIELD NOTES

» The Plasma Grenade has the ability to stick to targets, making them extremely deadly during close-quarter engagements. After sticking to a target, the grenade's internal plasma generator destabilizes, triggering an immediate devastating explosion, ideal for taking out shielded opponents. The grenade is equally effective against vehicles.

» Hitting a fast-moving Spartan with a Plasma Grenade takes some practice and skill. For starters, wait until an opponent has already thrust—this limits their ability to evade the grenade. If your target is strafing, moving laterally, lead the target before throwing. While tagging an opponent with a Plasma Grenade proves lethal, you're much more likely to hit a nearby wall or the floor, only damaging your opponent. In such instances, be ready to finish off the target by hitting them repeatedly with a rapid-fire weapon, like an Assault Rifle.

» In Arena matches, power weapons are often located in exposed areas, watched by opponents. Instead of making a dash for one of these weapons, toss a Plasma Grenade near it. If the grenade lands on the far side of the weapon, the explosion will knock it back toward you, making it easier to acquire.

SPLINTER GRENADE



The Splinter Grenade is a field-generating attenuation device used to damage any targets that fall within its ionization radius, eventually collapsing in a violent and deadly pulse of energy.

Faction: Forerunner

FIELD NOTES

» When thrown, the Splinter Grenade splits open, creating an orange spiderweb-like barrier consisting of individual explosive submunitions. When approached by opponents, the submunitions swarm toward the target before exploding, dealing heavy damage. If left undisturbed, the grenade eventually explodes after a few seconds.

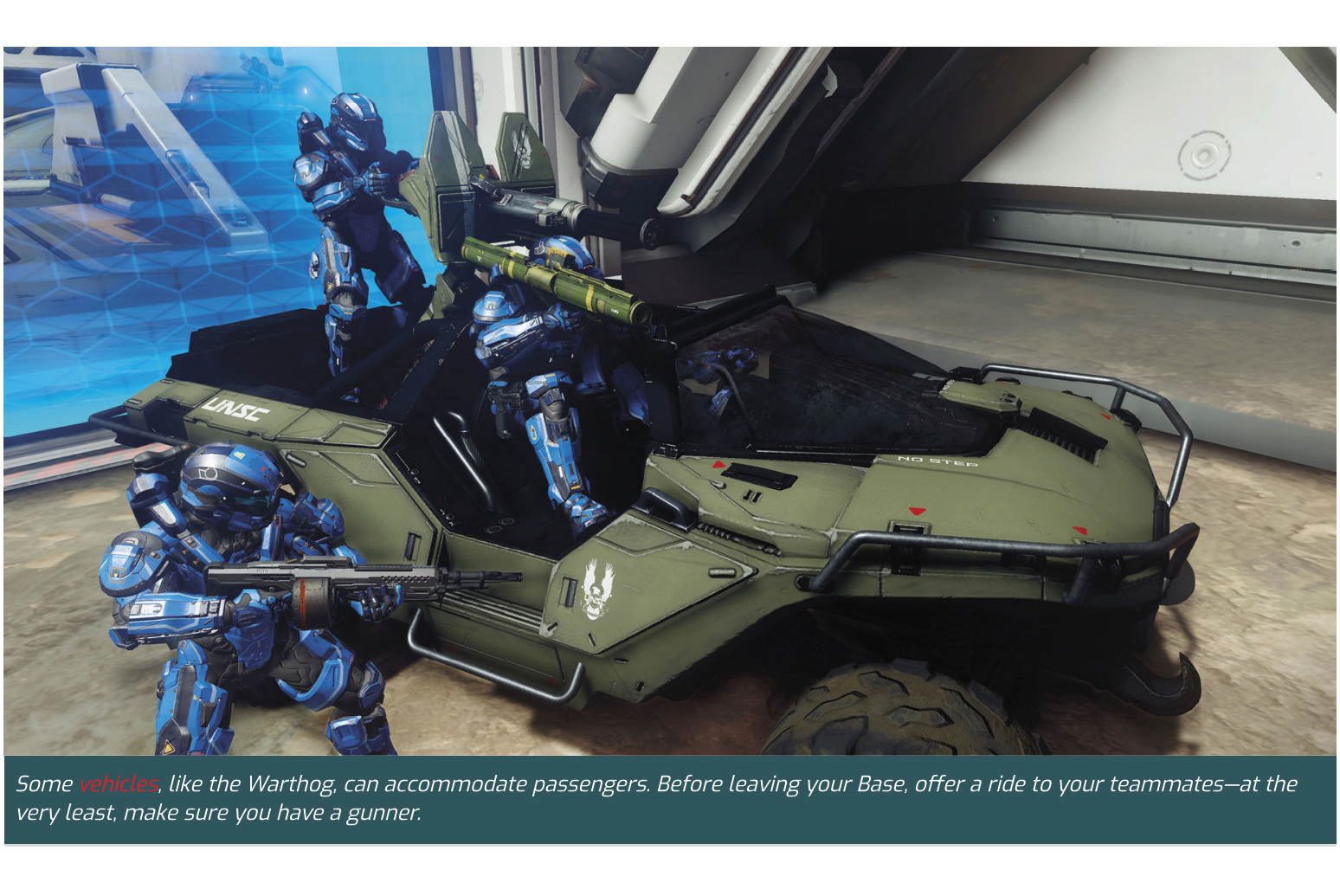
» The Splinter Grenade is best used to cut off access to choke points like doorways and narrow hallways. If you're being chased, toss one of these grenades down to halt (or kill) your pursuers. These can also come in handy for limiting access to high-traffic areas where power weapons and power-ups spawn.

» You can clear out submunitions left from a Splinter Grenade by detonating another grenade in close proximity to them.

ARMORY

Armory

Vehicles



Some vehicles, like the Warthog, can accommodate passengers. Before leaving your Base, offer a ride to your teammates—at the very least, make sure you have a gunner.

Like weapons, the vehicles are tied to the REQ Cards in your collection. For example, if you have a REQ Card for a Ghost, you can activate it by interacting with a REQ Station and selecting the card from your collection—the card's REQ Level must be met. Upon activation, you're automatically transferred to the driver's seat of your chosen vehicle and ready to join the fight. Vehicles are single-use items—once you activate the REQ Card, it is consumed. So always monitor the ever-changing tactical situation to determine the best time to deploy vehicles.

BANSHEE

The Banshee is easily the Covenant's most common support aircraft, offering extremely high maneuverability alongside an impressive armament.

Crew: 1 Operator

Faction: Covenant

FIELD NOTES

» The Banshee is the most common aerial vehicle deployed during Warzone matches. Its rapid-fire Plasma Cannons are perfect for lining up strafing runs against opponents and Bosses. For even more destructive firepower, unleash the Banshee's powerful Fuel Rod Cannon—this weapon's explosive munitions are best deployed against vehicles or tight clusters of enemies.

» Due to their destructive capabilities, Banshees draw a lot of attention—all incoming fire inflicts damage. The vehicle utilizes a shield system, similar to Spartans. While the shields can withstand some considerable punishment, they'll eventually fail, exposing the Banshee to permanent damage. When coming under fire, fly away from the threat—consider flying low, using terrain, buildings, and other objects to block an attacker's line of sight. The vehicle's shields won't recharge until the Banshee is out of danger.

» Pay close attention to the Banshee's damage level. If it begins spewing smoke and blue sparks, the vehicle is damaged, but not critical. However, when the sparks give way to flames, it's time to bail out—especially if the shields have failed.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Banshee	Rare	6	Agile ground attack aircraft. Armed with rapid-fire plasma cannons and secondary fuel rod cannon. Can perform acrobatic rolls and loops or high-speed boosts.
	Sword Banshee	Rare	6	Upgraded Banshee. The Swords of Sanghelios have expended many of their old Banshees, though defections and captured supply depots mean their hangars are well stocked with the Hesduros-pattern vehicles. Features increased vitality.
	Banshee Ultra	Ultra Rare	7	Superior Banshee. Only skilled aces are entrusted with such valuable aircraft, which means that each one is both a priority target and carefully husbanded for decisive strikes. The Banshee Ultra's "hot-shotted" plasma cannons are fast and deadly, and its fuel rods leave a lingering damage zone.

GHOST

The Ghost is the Covenant's premiere scouting vehicle and has been a staple of their ground forces in a number of variations.

Crew: 1 Operator

Faction: Covenant

FIELD NOTES

» The Ghost is a highly maneuverable ground vehicle fitted with dual rapid-fire plasma cannons. Hovering above the battlefield, the Ghost can slip laterally, giving the vehicle the ability to circle-strafe around opponents. Moving laterally makes the vehicle much more difficult for opponents to hit. This also makes it easier to deploy the Ghost's front-mounted plasma cannons with impressive accuracy. So don't be afraid to attack aggressively—just keep moving and shooting.

» The vehicle's open-cockpit design leaves the operator completely exposed to incoming fire, particularly when attacked from the sides. To avoid getting picked off by sharpshooters, keep moving—the vehicle's speed and maneuverability are its best defense. Just avoid close contact with enemy Spartans—they can rip you out of the Ghost's seat and take off with your ride.

» The Ghost doesn't have shields, but it can absorb an impressive amount of abuse. However, if the vehicle begins smoking, consider ditching it before it explodes.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Ghost	Uncommon	3	Fast attack bike fitted with dual rapid-fire plasma cannons. Can boost for extra speed, at the expense of maneuverability.
	Sword Ghost	Uncommon	3	Upgraded Ghost. The Arbiter's contacts and influence give him the ability to pick up new Ghosts manufactured by the supposedly neutral Iruiru Armory. Features increased vitality.
	Ghost Ultra	Rare	4	Superior Ghost. The core chassis of these Ghosts are sourced exclusively from the independent Sangheili colony of Whispering Trees and are too advanced to be maintained by either the Covenant or Swords of Sanghelios. Its plasma cannons have a slower rate of fire than normal but are extremely powerful.

MANTIS

The Mantis is a highly classified armor defense system with incredible firepower and dexterity, despite its impressive size.

Crew: 1 Operator

Faction: UNSC

FIELD NOTES

» The UNSC Mantis is arguably the most feared weapon system on the battlefield. Its right arm is fitted with a heavy machine gun, perfect for tearing up infantry and lightly armored units. The left arm is equipped with multi-launch missile launcher, firing a salvo of five high-explosive missiles. When aimed skyward, these missiles can lock on to aerial targets.

» While the Mantis benefits from an impressive array of weaponry, the vehicle is relatively slow when compared to the Warthog or Ghost. This can be a liability when operating in close combat—if surrounded by enemies, retreat. Instead of charging headlong into battle, keep your distance and open fire from a safe distance. Although prone to overheating, the heavy machine gun is surprisingly accurate at mid- to long range. Use it to mow down opponents or tear through a Boss's shields.

» If confronting enemy Spartans or Marines at point-blank range, instead of shooting them try to take them out with a devastating melee stomp. But you practically need to be on top of them to score one of these kills.

» The Mantis benefits from shielding—but that doesn't mean its invincible. Try to keep it from taking heavy damage. Keeping your distance from enemies and utilizing cover can extend its lifespan considerably. Don't panic if the Mantis begins spewing orange sparks. However, if you see flames, prepare to bail out.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Mantis	Ultra Rare	8	Combat walker armed with heavy machine gun and missile launcher. Missiles can lock on to aerial vehicles. Melee unleashes a devastating stomp attack. Extended use of the heavy machine gun will cause it to overheat.
	Corp Mantis	Ultra Rare	8	Liang Dortmund occasionally loans their Mantis walkers to local security forces for riot duty and shows of force. Their ammunition is replaced with less-than-lethal alternatives…most of the time. Features increased vitality.
	Urban Mantis	Legendary	8	The UNSC Army and Marine Corps continue to upgrade their Mantis units while work continues on a new model with modular hard points. Features increased vitality.
	ONI Mantis	Legendary	8	ONI Mantis units use multi-environment homing missiles and better heat-sink shrouds for the heavy machine gun.

MONGOOSE

The Mongoose is a light all-terrain ground reconnaissance vehicle used by the UNSC and developed by AMG Transport Dynamics. The Gungoose variants are equipped with fixed, driver-operated twin grenade launchers.

Crew: 1 Operator, 1 Passenger

Faction: UNSC

FIELD NOTES

» The Mongoose and its Gungoose variant are speedy all-terrain quad bikes, perfect for moving around the battlefield. But even when equipped with a twin grenade launcher, this vehicle is primarily a transport. Even skilled Gungoose drivers will have a tough time going head-to-head against a Ghost or larger ground vehicle. However, the grenades are very effective against Spartans

» The operator and passenger on the Mongoose are completely exposed—even more than a Ghost operator. Your best defense against incoming fire is the Mongoose's impressive speed. While the Mongoose and Gungoose can absorb significant damage, the operator and passenger are likely to take the brunt of incoming fire.

» When riding on the back of a Mongoose or Gungoose, you can fire any weapons in your inventory. A passenger equipped with a Rocket Launcher or Hydra Launcher can make this vehicle a more formidable threat. While speeding around the battlefield, use these weapons (and others with homing ability) to lock on to targets. Unless using a weapon with homing ability, hitting targets from the back of a speeding Mongoose or Gungoose is very difficult.

» Passengers on the back of the Gungoose have unlimited Fragmentation Grenades; this does not apply to the Mongoose. While riding on the back of a Gungoose, continually toss grenades to score some easy kills.

REQ Cards

Mongoose

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Mongoose	Common	1	Heavy-duty all-terrain quad bike. A passenger can be accommodated on the rear-facing seat.
	Corp Mongoose	Common	1	Liang Dortmund's heavy-duty modification of the standard Mongoose. Features increased vitality.
	Urban Mongoose	Common	1	Rugged utility vehicle used by UNSC Army scouts and Air Force security patrols. Features increased vitality.
	ONI Mongoose	Common	1	ONI ensures that even their simulated vehicles are top of the line.

Gungoose

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Gungoose	Common	3	Mongoose quad bike fitted with twin grenade launchers. A passenger can be accommodated on the rear-facing seat.
	Corp Gungoose	Uncommon	3	Corporate security is authorized to respond to incursions with lethal force on colonies plagued by increasing Insurrection violence. Features increased vitality.
	Urban Gungoose	Rare	3	Armed Mongoose with Titanium-A structural spars. Features increased vitality.
	ONI Gungoose	Rare	4	ONI fits the Gungoose's grenades with timed fuses that allow them to ricochet.

PHAETON

The Phaeton benefits from VTOL (Vertical Take-Off Landing) and translocation technology, providing enhanced mobility. Designed primarily as a close support gunship, the Phaeton can also defend itself against aerial threats.

Crew: 1 Operator

Faction: Forerunner

FIELD NOTES

» The Phaeton's rarity and cost usually restrict its appearance to the latter moments of closely contested Warzone matches—but when it does appear, pay close attention. The aerial vehicle's VTOL ability allows it to hover as well as fly laterally and backward. In addition to its unprecedented maneuverability, the Phaeton is armed with a powerful energy cannon and a missile launcher. Both the energy cannon and missiles inflict remarkable splash damage, perfect for taking out opponents and Bosses alike.

» By pressing the thrust button and moving in any direction, the Phaeton performs a translocation, essentially warping to a new location a few meters away. For best results, use the translocation ability to move laterally when evading incoming fire. Like a Spartan's thrust, the translocation ability takes a few seconds to recharge before it can be deployed again. Translocation can also come in handy when retreating.

» Like the Banshee, the Phaeton is likely to draw its fair share of incoming fire. Using the vehicle's ability to slip laterally, strafe around the perimeter of the map, keeping the Phaeton's weapons aimed toward the center at all times. This allows you to saturate the center of the map with fire while continually moving, making you a tougher target to hit. The Phaeton trails golden sparks and exhibits blemishes to its exterior when it's damaged. But instead of bailing out, stay in the Phaeton until it explodes—the amount of damage you can inflict with this vehicle outweighs the inconvenience of respawning.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Phaeton	Legendary	8	VTOL weapon-ship utilized by Prometheans. Armed with a rapid-fire energy cannon and secondary pulse missile launcher. Can perform translocations as an evasive maneuver.

SCORPION

The Scorpion is the UNSC's main battle tank, with an extraordinary track record of success across dozens of planets and hundreds of battlefields.

Crew: 1 Operator, 1 Gunner

Faction: UNSC

FIELD NOTES

» Equipped with a powerful turret-mounted cannon, the Scorpion is the natural rival of the Covenant's Wraith. But that doesn't mean the vehicle isn't capable of fulfilling other roles. In Warzone matches the Scorpion is a formidable Base defender—if the opposing team holds all three objectives, park a Scorpion outside your Base to fend off attackers.

» The chassis and turret move independently. When driving the Scorpion, use the movement stick to orient the chassis and drive forward or backward. The aim stick is used to rotate the turret and adjust the cannon's pitch. Compared to other ground vehicles, the Scorpion is rather sluggish and unwieldy. So avoid close-quarter duels with other ground units—instead, hold back and pound them from long range.

» Equipped with a cannon and a machine gun turret, the Scorpion is capable of dealing with a variety of threats. The main cannon is best deployed against vehicles or stationary targets. Shells fired out of the cannon tend to drop over distance, so aim high when engaging distant targets—use the horizontal lines beneath the reticle to gauge proper barrel elevation. The rapid-firing machine gun is ideal for targeting infantry and other fast-moving targets. The gunner position is completely exposed, so be ready to bail out if you come under heavy fire.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Scorpion	Rare	6	Main battle tank armed with a heavy cannon and pintle-mounted heavy machine gun. Passengers can ride on the track bogeys.
	Corp Scorpion	Rare	6	Liang Dortmund's bonded security force is authorized to use a range of milspec hardware to defend remote installations. Features increased vitality.
	Urban Scorpion	Ultra Rare	6	Urban warfare upgrade of the Scorpion now being rolled out to the Army and Marine Corps. Features increased vitality.
	ONI Scorpion	Ultra Rare	7	ONI spares no expense with its "security" Scorpions, outfitting them with cannon ammunition using the latest energetic propellants.

WARTHOG

The Warthog is the UNSC's primary ground transportation vehicle, developed by AMG Transport Dynamics. The versatility of the platform has given rise to multiple variants, including the Scout Warthog, Rocket Warthog ("Rockethog"), and Gauss Warthog ("Gausshog").

Crew: 1 Operator, 1 Passenger, 1 Gunner

Faction: UNSC

FIELD NOTES

» They're common and relatively cheap to deploy, so expect to see plenty of Warthogs racing across the battlefield during Warzone matches. Each Warthog is capable of carrying three Spartans: a driver, a passenger, and, where applicable, a gunner. The vehicle's speed and maneuverability are two of its greatest strengths, but don't overlook the effectiveness of its turret-mounted weapons. The default Warthog's autocannon is extremely deadly, ideal for tearing down Boss shields.

» New to *Halo 5: Guardians*, you can now swap between the driver and gunner positions by pressing the Jump button. This comes in handy when driving a Warthog solo. Park the vehicle in an advantageous location, then swap to the turret to engage enemies. The passenger seat must still be accessed from outside the vehicle.

» The Warthog's speed and maneuverability make it tempting to run down opponents. However, only attempt this if you can hit them by surprise. If you get too close, Spartans can rip you out of the driver's seat and drive off in your ride.

» When riding around in the passenger seat of a Warthog, don't forget to fire your weapons. Your accuracy will vary depending on the weapons in your loadout. If equipped with a guided weapon, like the Hydra Launcher, you can dish out some serious damage with great precision while the Warthog zooms across the battlefield.

» The Rocket and Gauss Warthogs aren't as common as the standard and unarmed Scout variants, but they pack a serious punch. The Rockethog is equipped with twin rocket pods, capable of firing a salvo of six high-explosive rockets. Meanwhile, the Gausshogs carry a powerful Gauss turret capable of firing high-velocity projectiles with deadly precision. The weapons mounted on these vehicles are extremely valuable, so do your best to keep them out of the fray. Consider holding back near your Base and engaging opponents and Bosses from long range.

REQ Cards

Warthog

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Warthog	Common	2	Warthog armed reconnaissance configuration with rotary autocannon.
	Corp Warthog	Common	2	Piratical Kig-Yar raids and Insurrection rebels ensure that armed Warthogs have a legitimate usage in the former Outer Colonies. Features increased vitality.
	Urban Warthog	Common	2	Harsh lessons in Promethean firepower have led to a program to increase the durability of new Warthogs deployed to combat zones. Features increased vitality.
	ONI Warthog	Uncommon	3	The ONI Warthog's chaingun fires high-explosive dual-purpose (HEDP) rounds.

Scout Warthog

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Scout Warthog	Common	1	Unarmed utility Warthog. Wheeled all-terrain vehicle.
	Corp Scout Warthog	Common	1	Demilitarized Warthogs are a common sight in the colonies. Features increased vitality.
	Urban Scout Warthog	Common	1	Military Warthogs are sometimes disarmed due to parts shortages or desperate need for light transports. Features increased vitality.
	ONI Scout Warthog	Common	1	ONI's Warthogs fleet are only superficially similar to the standard military models.

REQ Cards

Rocket Warthog

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Rocket Warthog	Ultra Rare	6	Warthog multi-role attack configuration with missile launcher pods.
	Corp Rocket Warthog	Ultra Rare	6	A few credits in the right hands and even a missile platform can be ruled to have a legitimate use by corporate entities. Features increased vitality.
	Urban Rocket Warthog	Legendary	6	Rocket Warthogs are often the first and last line of defense against Covenant aircraft for UNSC ground forces. Features increased vitality.
	ONI Rocket Warthog	Legendary	7	ONI Rocket Warthogs use multi-role missiles that can lock on to both ground and air targets.

Gauss Warthog

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Gauss Warthog	Ultra Rare	7	Warthog anti-tank configuration with Gauss cannon.
	Corp Gauss Warthog	Ultra Rare	7	Officially, these are purchased to keep out large, aggressive animals. In reality they are typically deployed to keep out large, unruly crowds.
	Urban Gauss Warthog	Legendary	7	Product-improved anti-tank Warthog with upgraded armor plating and redundant damage-bypass systems.
	ONI Gauss Warthog	Legendary	8	ONI Gauss cannon impacts produce lingering area-of-effect damage. The mechanism remains highly classified.

WRAITH

The Covenant Wraith is an armored mortar tank, created to besiege enemy positions with an unrelenting firepower.

Crew: 1 Operator, 1 Gunner

Faction: Covenant

FIELD NOTES

» Although significantly larger, the Wraith operates similar to the Ghost. Its ability to hover above the battlefield and move laterally makes it much more maneuverable than the UNSC Scorpion, giving the Wraith an edge during tank duels. Circle-strafe around your opponent while lobbing mortar rounds. When you press the Thrust button the Wraith benefits from a sudden burst of speed, which is helpful for evading incoming fire. The Wraith is very durable, but pay close attention if it begins venting purple clouds of plasma—this indicates the vehicle is heavily damaged. Either jump out or stay with the vehicle until the end in an effort to score more kills.

» The Wraith's mortar fires massive bolts of plasma energy in an arc-like trajectory. Upon impact, the bolt explodes, dealing massive damage over a wide area. At close range, aim directly at your target and fire—the drop of the plasma bolt is negligible at this range. But when engaging targets beyond a few meters, aim a little high to compensate for the plasma bolt's drop. Use the horizontal lines beneath the reticle to gauge the proper elevation for the mortar. It may take a few shots before you zero in on the target. Try hitting distant Bosses with the mortar—if you attack from long range, the Boss (and his minions) are incapable of retaliating.

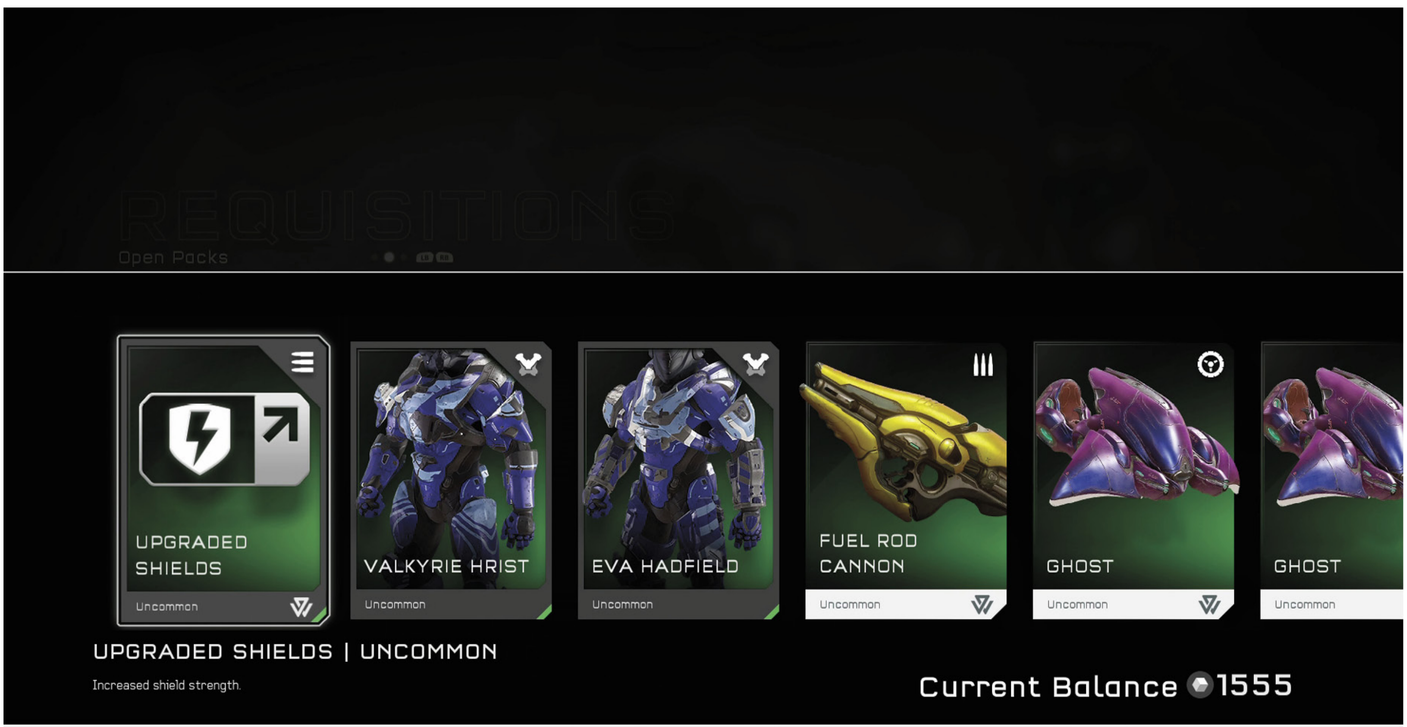
» Like the Scorpion's machine gun turret, the Wraith's plasma turret is located on the front of the vehicle. While this weapon is great for taking out infantry and damaging vehicles, the gunner is exposed. So always be ready to jump out if you come under fire—snipers are always looking for easy kills in these turrets.

REQ CARDS

WEAPON	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Wraith	Uncommon	5	Assault tank armed with a heavy plasma mortar and pintle-mounted plasma cannon. Can boost for quick sprints. The latest Wraith revisits an ancient Sangheili design that is easier to manufacture and less costly to lose.
	Sword Wraith	Uncommon	5	The Swords of Sanghelios care more for crew safety and maintenance protocols than the Covenant, which translates into higher utilization rates and healthier pilots. Upgraded Wraith with thicker armor. Features increased vitality.
	Wraith Ultra	Rare	6	Wraith Ultras are dedicated siege vehicles fitted with a new plasma mortar that can blanket a large area in superheated destruction with a single shot. Superior Wraith with heavy armor and significantly upgraded armament.

Armory

Armor Mods


REQUISITIONS
Open Packs
UPGRADED SHIELDS
Uncommon
VALKYRIE HRIST
Uncommon
EVA HADFIELD
Uncommon
FUEL ROD CANNON
Uncommon
GHOST
Uncommon
GHOST
Uncommon
UPGRADED SHIELDS | UNCOMMON
Increased shield strength.
Current Balance 1555
B Back

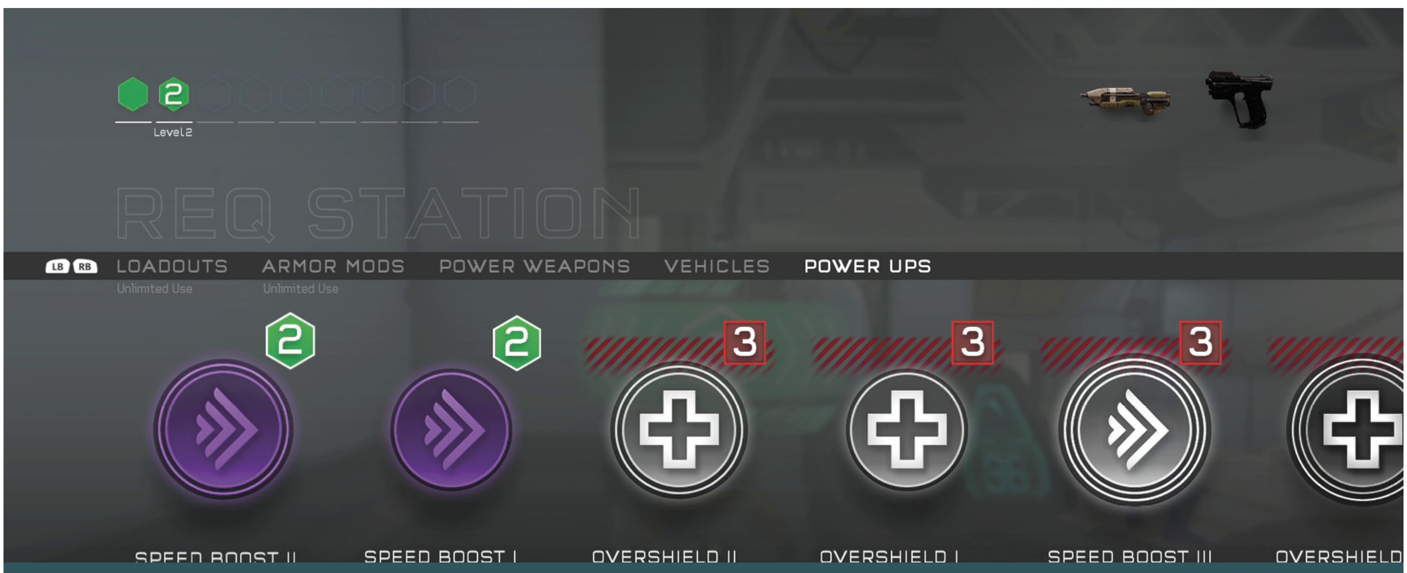
Like weapons and vehicles, Armor Mod REQ Cards are distributed through REQ Packs. Unlike some REQ Cards, armor mods are permanent additions to your collection.

Like loadout weapons, armor mods are unlimited-use REQ Cards that can be activated at a REQ Station during Warzone matches. Once an armor mod REQ Card is in your collection, it stays there—these cards are not consumed. However, you must meet the REQ Level of 5 before they can be activated. These modifications enhance your Spartan in various ways. While they're not cheap to activate, armor mods give you a slight edge over opponents—unless they're equipped with the same mod. If you die, you can activate the same mod again, but you'll still have to pay up. So weigh the pros and cons of activating armor mods before rushing into combat. If you have achieved a high REQ Level and have no other REQ Cards you want to activate, equipping an armor mod is highly recommended-you have nothing to lose.

ARMOR MODS

MOD	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Advanced Sensors	Common	5	Motion Tracker is now compatible with Smart-Link, and both range and sensitivity are enhanced. In addition, you are harder to detect on enemy Motion Trackers.
	Auto-Medic	Common	5	Increased shield recharge rate and health recovery.
	Frag Grenade Expert	Rare	5	You can carry an extra Frag Grenade.
	Increased Strength	Legendary	5	Extra melee and Spartan Charge damage. Your Spartan Charge has extra range.
	Plasma Grenade Expert	Ultra Rare	5	You can carry an extra Plasma Grenade.
	Reflex Enhancers	Rare	5	Reduced cooldown and increased distance on thruster evade. Can sprint faster and recharge shields when running.
	Speed Booster	Ultra Rare	5	Increased movement speed and jump height.
	Splinter Grenade Expert	Rare	5	You can carry an extra Splinter Grenade.
	Upgraded Shields	Uncommon	5	Increased shield strength.
	Upgraded Thrusters	Ultra Rare	5	Reduced cooldown on thruster evade. Can sprint faster and recharge shields when running.

Power-Ups



Before rushing into a Warzone Battle, consider activating a power-up by interacting with a REQ station. But remember: Power-up REQ Cards are consumed upon activation, so wait for the right opportunity to active these cards.

Power-ups are another way to enhance your Spartan's abilities during Arena and Warzone matches. In Arena, power-ups appear on certain maps. But in Warzone, power-ups must be activated through REQ Stations. Unlike the armor mod REQ Cards, these cards are single-use—once a card is activated, it disappears from your collection. But these cards are powerful and relatively cheap to activate. There are three tiers of power-up cards, ranging from I to III. The higher the tier, the longer the power-up is activated. Since power-up cards are only active for a limited time, take the current tactical situation into account. For example, if your team is attempting to take down a Legendary Boss, a Damage Boost power-up may come in handy. Or if you're preparing to assault the opposing team's Base, consider activating an Overshield card to boost your durability. As with any other single-use REQ Card, if you die, the power-up is lost. You can always activate more power-up cards when you respawn, assuming you have some in your collection and can meet the REQ Level requirement.

POWER-UPS

MOD	NAME	RARITY	REQ LEVEL	DESCRIPTION
	Active Camo I	Uncommon	4	Active Camo creates a refractive field that provides optical masking. Quick movements and offensive actions destabilize the effect. Short duration.
	Active Camo II	Rare	4	Active Camo creates a refractive field that provides optical masking. Quick movements and offensive actions destabilize the effect. Medium duration.
	Active Camo II	Ultra Rare	5	Active Camo creates a refractive field that provides optical masking. Quick movements and offensive actions destabilize the effect. Long duration.
	Damage Boost I	Rare	5	Damage Boost significantly increases the user's weapon, grenade, and vehicle damage for a short time. The Damage Boost also reduces visibility. Short duration.
	Damage Boost II	Ultra Rare	5	Damage Boost significantly increases the user's weapon, grenade, and vehicle damage for a short time. The Damage Boost also reduces visibility. Medium duration.
	Damage Boost III	Ultra Rare	6	Damage Boost significantly increases the user's weapon, grenade, and vehicle damage for a short time. The Damage Boost also reduces visibility. Long duration.
	Overshield I	Uncommon	3	Overshield adds an extra layer of shields that do not regenerate. This extra layer is displayed in green on the HUD's shield indicator. Short duration.
	Overshield II	Rare	3	Overshield adds an extra layer of shields that do not regenerate. This extra layer is displayed in green on the HUD's shield indicator. Medium duration.
	Overshield III	Ultra Rare	4	Overshield adds an extra layer of shields that do not regenerate. This extra layer is displayed in green on the HUD's shield indicator. Long duration.
	Speed Boost I	Common	2	Speed Boost temporarily increases movement, reloading, assassination, and weapon switch speed. Short duration.
	Speed Boost II	Uncommon	2	Speed Boost temporarily increases movement, reloading, assassination, and weapon switch speed. Medium duration.
	Speed Boost III	Rare	3	Speed Boost temporarily increases movement, reloading, assassination, and weapon switch speed. Long duration.

Armory

Boosts

Boosts can be activated in the lobby before Arena or Warzone matches,, increasing the amount of XP or REQ Points (RP) earned per match. But each boost has certain requirements that must be met before you can claim your reward. Some boosts require only that you complete a match, while others may require you to kill a Boss in Warzone or secure a top 50 percent ranking. The XP or REQ Point reward varies based on the rarity of the card—generally, rarer cards provide greater boosts.

ARENA BOOSTS

BOOST	NAME	RARITY	DESCRIPTION
⬢	**Arena RP Boost**	Uncommon	Finish an Arena game and claim your RP reward.
⬢	**Arena RP Boost**	Ultra Rare	Finish an Arena game and claim your RP reward.
⬢	**Arena RP Boost**	Legendary	Finish an Arena game and claim your RP reward.
⬢	**Arena RP Boost**	Rare	Finish an Arena game and claim your RP reward.
XP	**Arena XP Boost**	Rare	Finish an Arena game and claim your XP reward.
XP	**Arena XP Boost**	Legendary	Finish an Arena game and claim your XP reward.
XP	**Arena XP Boost**	Uncommon	Finish an Arena game and claim your XP reward.
XP	**Arena XP Jackpot**	Uncommon	Finish an Arena game and claim a randomized XP reward.
XP	**Gambit: Assist**	Common	Rank in the top 50 percent for Assists and claim your XP reward. Finish closer to the top for additional XP.
XP	**Gambit: Medal Count**	Rare	Rank in the top 50 percent for Medal Count and claim your XP reward. Finish closer to the top for additional XP.
XP	**Gambit: Spartan Kills**	Uncommon	Rank in the top 50 percent for Spartan Kills and claim your XP reward. Finish closer to the top for additional XP.
XP	**Mission: Victory**	Uncommon	Win an Arena game and claim your XP reward.
⬢	**Mission: Victory**	Ultra Rare	Win an Arena game and claim your RP reward.
⬢	**RP Jackpot**	Rare	Finish an Arena game and claim a randomized RP reward.

WARZONE BOOSTS

BOOST	NAME	RARITY	DESCRIPTION
XP	**Gambit: AI Kills**	Legendary	Rank in the top 50 percent for AI Kills and claim your XP reward. Finish closer to the top for additional XP.
XP	**Gambit: Assist**	Uncommon	Rank in the top 50 percent for Assists and claim your XP reward. Finish closer to the top for additional XP.
XP	**Gambit: Medal Count**	Ultra Rare	Rank in the top 50 percent for Medal Count and claim your XP reward. Finish closer to the top for additional XP.
XP	**Gambit: Spartan Kills**	Rare	Rank in the top 50 percent for Spartan Kills and claim your XP reward. Finish closer to the top for additional XP.
⬢	**Mission: Boss Kill**	Legendary	Kill a Warzone Boss and finish the game to claim your RP reward.
XP	**Mission: Boss Kill**	Ultra Rare	Kill a Warzone Boss and finish the game to claim your XP reward.
⬢	**Mission: Victory**	Ultra Rare	Win a Warzone game and claim your RP reward.
XP	**Mission: Victory**	Uncommon	Win a Warzone game and claim your XP reward.
⬢	**Warzone RP Boost**	Uncommon	Finish a Warzone game and claim your RP reward.
⬢	**Warzone RP Boost**	Ultra Rare	Finish a Warzone game and claim your RP reward.
⬢	**Warzone RP Boost**	Legendary	Finish a Warzone game and claim your RP reward.
⬢	**Warzone RP Boost**	Rare	Finish a Warzone game and claim your RP reward.
⬢	**Warzone RP Jackpot**	Rare	Finish a Warzone game and claim a randomized RP reward.
XP	**Warzone XP Boost**	Common	Finish a Warzone game and claim your XP reward.
XP	**Warzone XP Boost**	Rare	Finish a Warzone game and claim your XP reward.
XP	**Warzone XP Boost**	Legendary	Finish a Warzone game and claim your XP reward.
XP	**Warzone XP Boost**	**Uncommon**	**Finish a Warzone game and claim your XP reward.**
⬢	**Warzone RP Jackpot**	**Uncommon**	Finish a Warzone game and claim a randomized XP reward.

HALO 5
GUARDIANS
WARZONE

Warzone

Introduction

Welcome to Warzone, an all-new objective-based multiplayer experience incorporating various elements from the vast Halo universe. For the first time ever, fans of the series can participate in massive-scale 24-player conflicts across a variety of sweeping battlefields. But Spartans aren't the only combatants in these battles—vehicles and the presence of AI-controlled Covenant and Forerunner Bosses introduce an interesting twist, requiring tactical flexibility and teamwork. While all Spartans start each battle with the same Assault Rifle and Magnum loadout, the new requisition system allows for unparalleled customization, prompting players to select the proper weapons and vehicles for the ever-changing tactical situation.

Needless to say, matches of Warzone are highly unpredictable, making each battle a fresh and unique experience. But knowing the layout of each map and details of every Boss and Base can help give you an edge over your opponents. In this chapter we take a close look at Warzone and the Warzone Assault game modes, providing detailed maps, team strategies, Base analysis, and Boss takedown tactics. But before digging into the Warzone maps, take a few minutes to get a grasp of these new game modes.

HALO 5 GUARDIANS

WARZONE

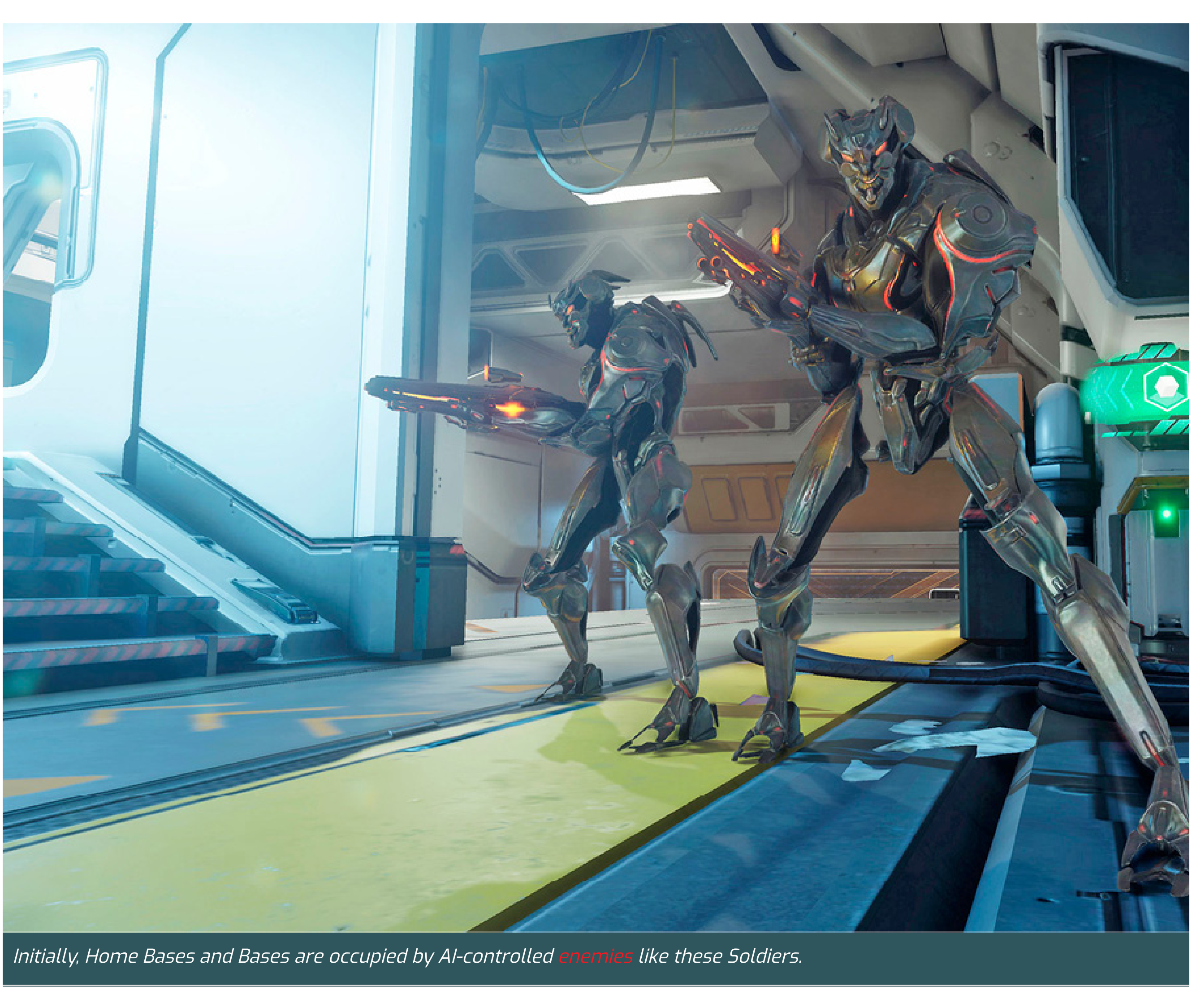
Warzone

Warzone Fundamentals

In Warzone, there are two paths to victory. The most common method of winning is through the accumulation of Victory Points or VP. Victory Points are awarded for capturing and holding Bases. You can also earn VP by eliminating AI-controlled Bosses that appear periodically throughout the battle. The first team to accrue 1,000 Victory Points wins the match. But there is another way to win: If a team holds all three Bases, they can stage an assault on the opposing team's Home Base, attacking their Core. Destroying an opposing team's Core results in an instant win, regardless of the Victory Point standings. Warzone's flexible victory conditions require constant vigilance and attention to the dynamic situation on the battlefield. While it's easy to get lost in one-on-one fights, it's important to monitor the flow of the battle and respond accordingly.

HOME BASE SECURITY

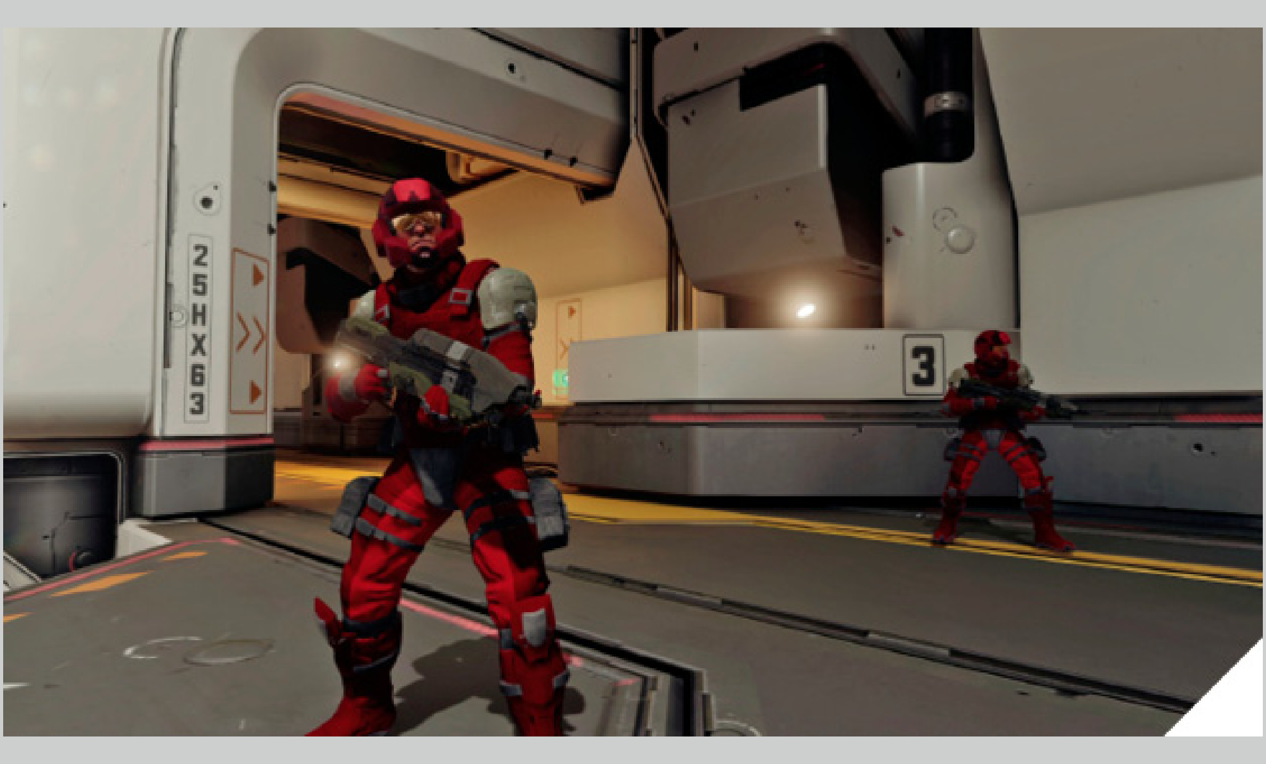
At the start of every Warzone match, before teams can rush out and begin capturing Bases and eliminating Bosses, they must first secure their Home Base. Upon the team's arrival, the Home Bases are occupied by a large contingent of Covenant or Forerunner forces. These fights usually don't last too long, as the team works together to clear out large numbers of AI-controlled enemies. But don't get overconfident. The Crawlers, Soldiers, Elites, and Jackals put up stiff resistance—if you're not careful, their numbers may overwhelm you, leading to an embarrassing early-round death. So if you find yourself alone, play conservatively, using cover and retreating as necessary to allow your shields to regenerate. When the enemies have been eliminated, your Home Base is secure for the time being. However, if the opposing team manages to capture all three Bases, your Home Base is once again vulnerable to attack—your team must maintain control of at least one Base to prevent the opposing team from attacking your Home Base's Core. If the Core is destroyed, your team loses.



Initially, Home Bases and Bases are occupied by AI-controlled enemies like these Soldiers.

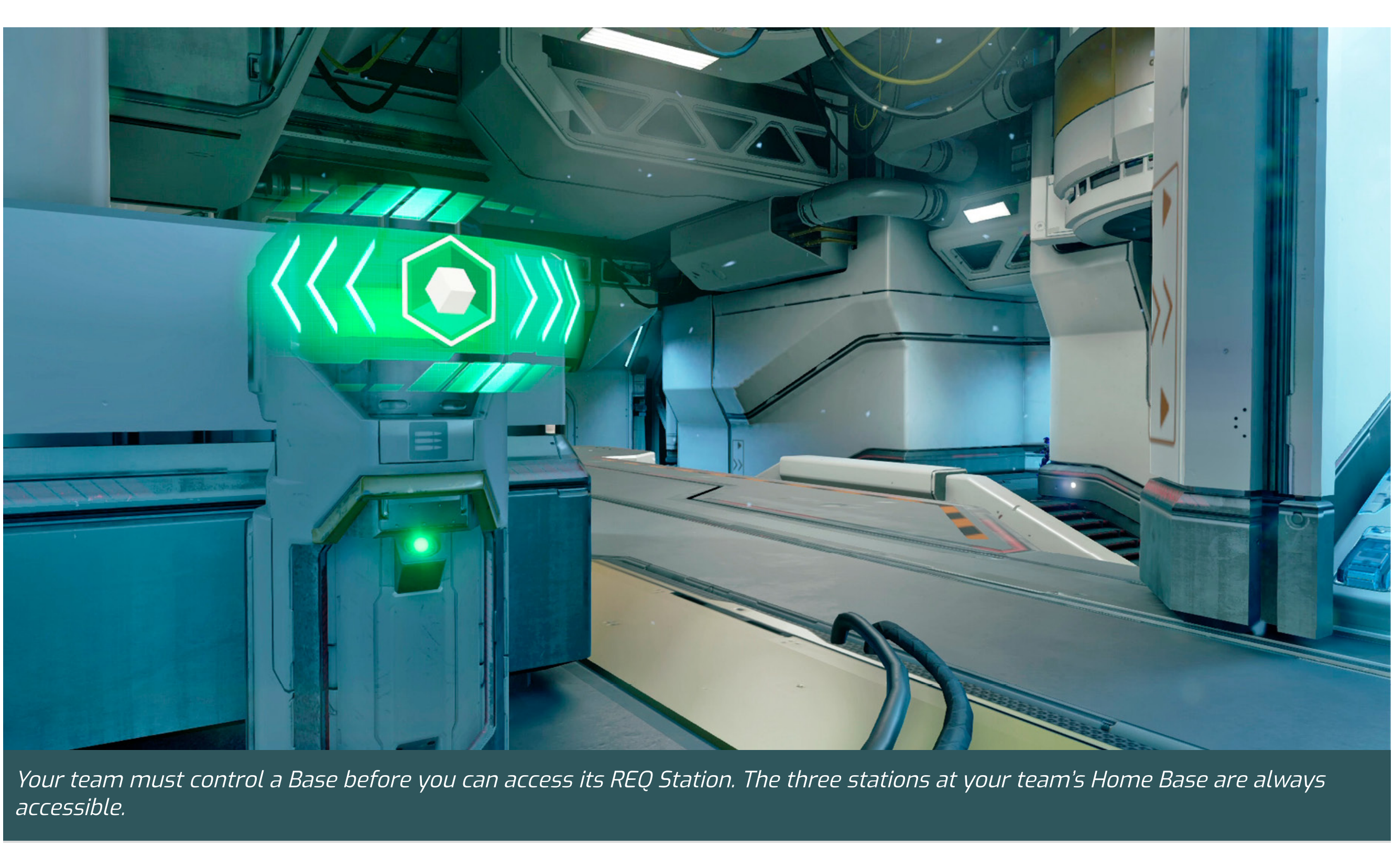
MARINE DEFENDERS

Once your Base or Home Base is secure, friendly AI-controlled Marines occupy the facility, serving as defenders. But the small squad of Marines won't last long against a committed Spartan assault. So try to keep at least one teammate back to defend Bases.



REQUISITION (REQ) SYSTEM

Throughout the battle Spartans increase their REQ Level by completing objectives, scoring kills, and earning medals. The more successful you are on the battlefield, the faster you'll level up. As you increase your REQ Level from 1 to 9, you gain Energy. Energy can be spent like currency to activate REQ Cards. Your current REQ Level is represented by small green hexagonal icons on the bottom of the HUD—the status bar above these icons indicates your progress toward attaining the next REQ Level.



Your team must control a Base before you can access its REQ Station. The three stations at your team's Home Base are always accessible.

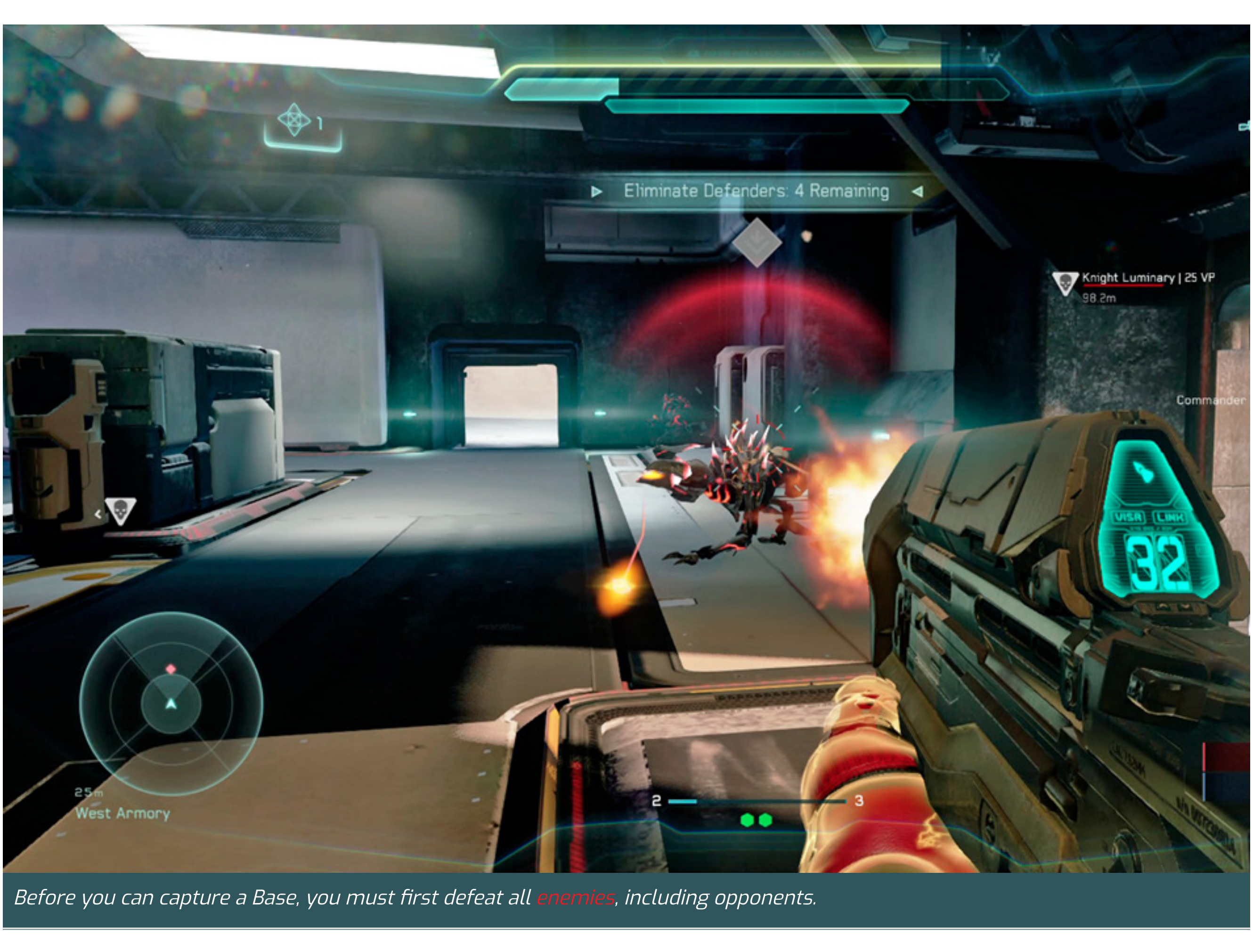
Once you've acquired a higher REQ Level, look for a REQ Station to cash in on your hard work. REQ Stations are interactive terminals found at Home Bases and Bases, allowing you to customize your Spartan's loadout through the activation of REQ Cards. During Warzone battles you can activate REQ Cards for weapons, vehicles, armor mods, and power-ups. Each REQ Card has a specific REQ Level that must be reached before it can be activated. For example, the Sniper Rifle REQ Card requires a REQ Level of six. So if you're at REQ Level 7, you can spend six Energy to activate the Sniper Rifle REQ Card, leaving you with one Energy. But don't let the high cost of activating REQ Cards dissuade you from gaining access to more powerful weapons and vehicles. When you hit REQ Level 9, you can no longer attain more REQ Levels. So you might as well put some of those REQ Cards to use, helping your team secure a victory.

WATCH YOUR BACK!

During the opening fight to secure your team's Home Base, the three REQ Stations are online and accessible. But think twice about using a REQ Station until the Home Base is secure—you're vulnerable to enemy attacks while interacting with REQ Stations. But once the Home Base is secure, you can use a REQ Station without fear of getting jumped. Using a Home Base's REQ Stations are much safer than using a REQ Station at a Base.

BASES

There are three Bases on each Warzone map, and capturing and holding these Bases is often the key to victory. Each Base has a capture radius, usually spanning the first and second floors. Before you can capture a Base, you must first eliminate all threats. Initially, Bases are defended by AI-controlled Covenant or Forerunner enemies—these threats must be defeated before the capture process can begin. If enemies are contesting a Base, the number of defenders you must defeat appears in the center of the HUD. Even if one defender is hiding out, the Base is considered contested. Once all defenders have been eliminated, the capture process begins. The more teammates inside a Base's capture radius, the faster the capture occurs. So always attack Bases with a group of teammates in an attempt to overwhelm the defenders and decrease the amount of time it takes to secure the capture. Capturing a Base gives your team access to its REQ Station, allowing your team to activate REQ Cards, including vehicles and power weapons.

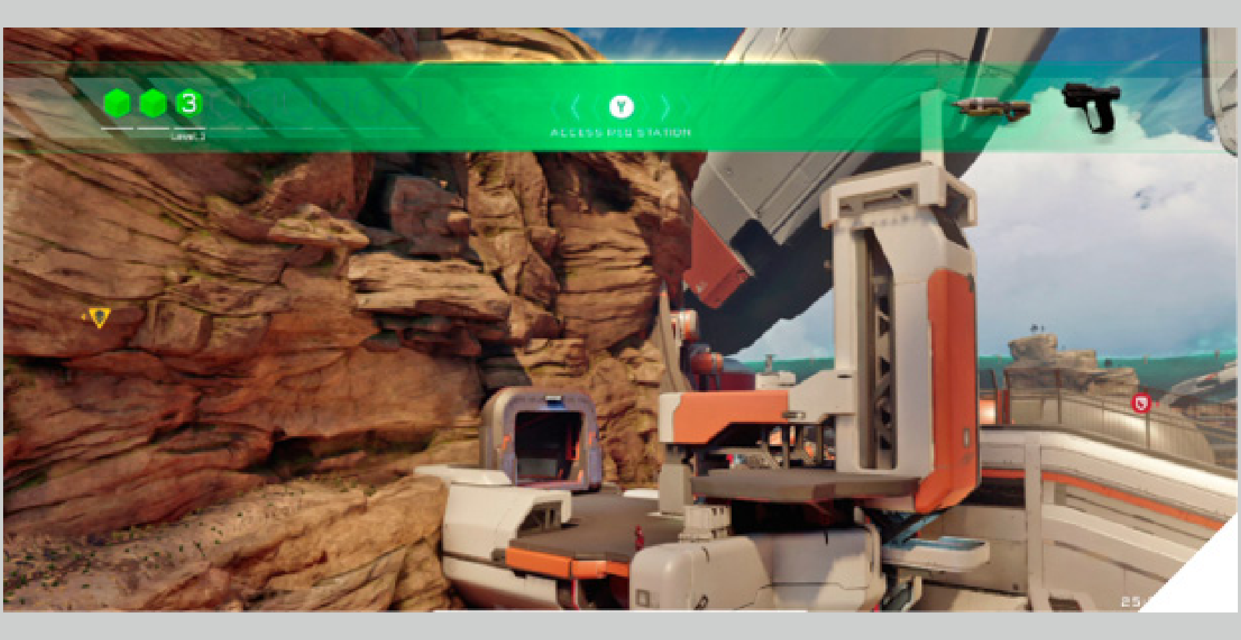


Before you can capture a Base, you must first defeat all enemies, including opponents.

Once a Base is secured, your team gains Victory Points at the rate of approximately one Victory Point per five seconds of gameplay. The more Bases your team controls, the more Victory Points you accrue, putting you closer to the 1,000 VP necessary to win the match. For best results, try to maintain control of at least two Bases in an effort to outscore the opposing team.

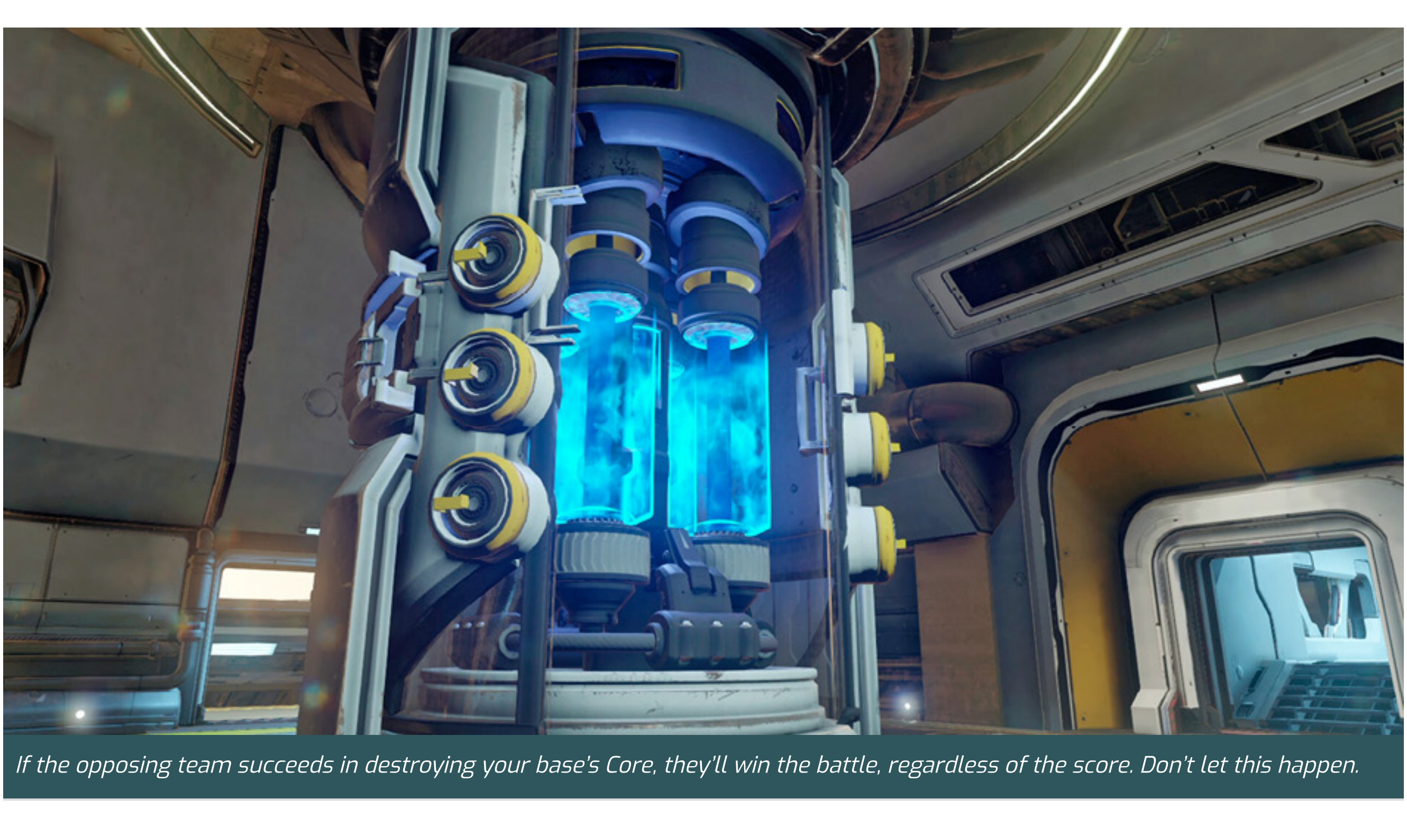
BASE SPAWNING

Secured Bases can be used as a spawn point, dropping you closer to the action. After dying, use the directional pad to cycle through available spawn points—you can choose from your Home Base and any Bases held by your team. Some Bases also serve as vehicle spawn points, giving ground vehicles instant access to the center of the map. Vehicles can be activated directly from the spawn screen, along with other REQ Cards.



POWER CORE

If either team manages to capture all three Bases, the opposing team's Home Base is open to attack. Normally, Energy barriers block access to an opposing team's Home Base. These barriers are powered down when opponents hold all three Bases. A circular chamber sits at the center of each Home Base, containing a vulnerable Core. When attacking the enemy team's Core, aim for the two blue, glowing cylinders on the front side. Rapid-fire weapons (like the Assault Rifle, SMG, or SAW) and explosive weapons (like the Rocket Launcher or Hydra Launcher) are most effective against Cores. As they take damage, the Core's glowing cylinders change color, eventually turning to a bright orange—this indicates the Core is heavily damaged and about to explode. But attacking a Home Base's Core isn't without serious risk. With no Bases to spawn in, the opposing team members are forced to spawn at their Home Base, leading to immediate contact with intruders. As a result, taking down a Core is difficult, requiring skill and careful coordination on behalf of the whole team. Running into an enemy base on your own is suicide.

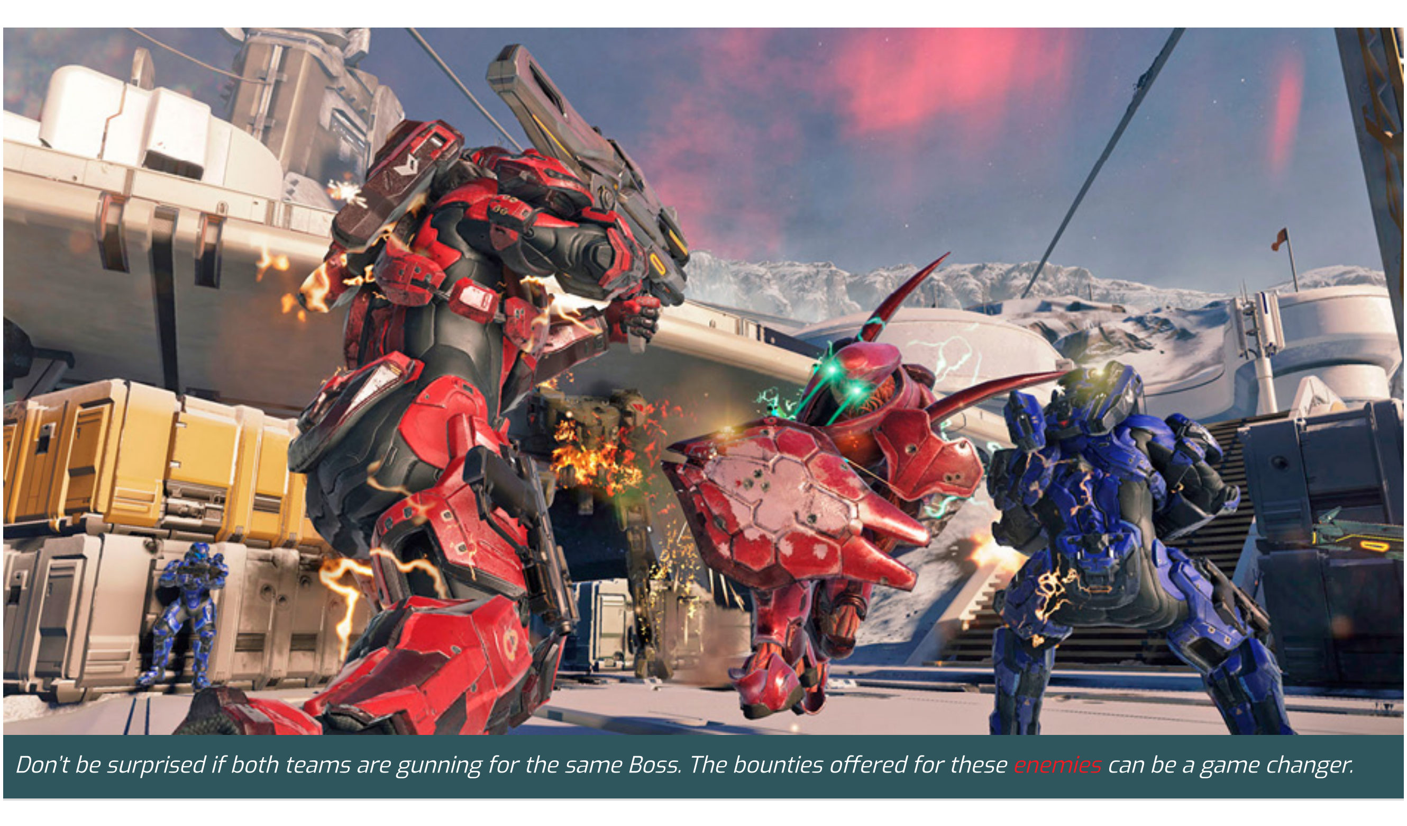


If the opposing team succeeds in destroying your base's Core, they'll win the battle, regardless of the score. Don't let this happen.

BOSS BATTLES

The Covenant and Forerunner enemies occupying Home Bases and Bases at the start of the battle aren't the only ones to make an appearance. AI-controlled Bosses arrive at predetermined locations every two minutes, usually deploying with their own complement of minions. Boss fights are never easy, requiring the cooperation of multiple teammates. But the risks associated with taking on a Boss are usually worth it—defeating a Boss nets your team Victory Points in the form of a bounty. The bounty you earn for defeating a Boss varies based on its prestige and durability. Standard Bosses are worth 25 VP, while legendary Bosses are worth 150 VP. The number of standard Bosses varies with each battle, but there are always three legendary Bosses on each map. While taking on a standard Boss may require the cooperation of a couple of Spartans, taking down a legendary Boss may take the entire team's focus. Since Bosses can be eliminated by either Red Team or Blue Team, these fights introduce an interesting dynamic, sometimes leading to three-way firefights. Whoever lands the kill shot secures the Boss's bounty for their team, and all players who've recently damaged the Boss earn credit for the Takedown.

So when fighting a Boss, make sure opponents aren't camping nearby, letting your team do the heavy lifting—even if you've done 99 percent of the damage to the Boss, an opponent can walk away with the full bounty if they land the kill shot. In addition to holding Bases, always strive to take out as many Bosses as possible to reach the requisite 1,000 VP for a win.



Don't be surprised if both teams are gunning for the same Boss. The bounties offered for these enemies can be a game changer.

BOSS TAKEDOWNS: DEVELOPER TIPS

» Avoid taking on Bosses and their minions by yourself. Coordinate with teammates to take down Bosses effectively, as most Bosses are too strong or are too resilient for one Spartan to take down.

» Acquire long-range weapons when they are available to you; they deal a lot of damage and allow for precision shots. Most Bosses possess weapons that are only effective at short to medium range.

» As a general practice, you should always eliminate all minions surrounding a Boss before taking on the Boss. This allows you to focus on the Bosses themselves without distraction from other enemies, minimizing damage caused by Bosses.

» Use the environment to your advantage. Several structures around each map allow for advantageous sight lines on numerous Bosses; they not only provide cover but also will usually give you the high ground advantage.

VEHICLES

Have you ever wanted to race across the battlefield in a Warthog or strafe opponents with a Banshee? Warzone gives Spartans the opportunity to commandeer a variety of UNSC, Covenant, and Forerunner vehicles, helping aid their team in taking down Bosses or securing Bases. As with weapons, armor mods, and power-ups, REQ Cards for vehicles can also be activated at REQ Stations. Once a card is activated, you're automatically dropped in the driver's seat and ready for action. Ground vehicles spawn in a team's Home Base or within a Base equipped with a garage, while aerial vehicles automatically spawn above the map. Although vehicles are fast and durable, they're far from invulnerable—incoming small arms fire and heavy weapons pose a constant threat. So it's important to keep moving, making your vehicle more difficult to target. Some vehicles can even be hijacked—if you get too close, an opponent can rip you out of the driver's seat and take off in your vehicle.

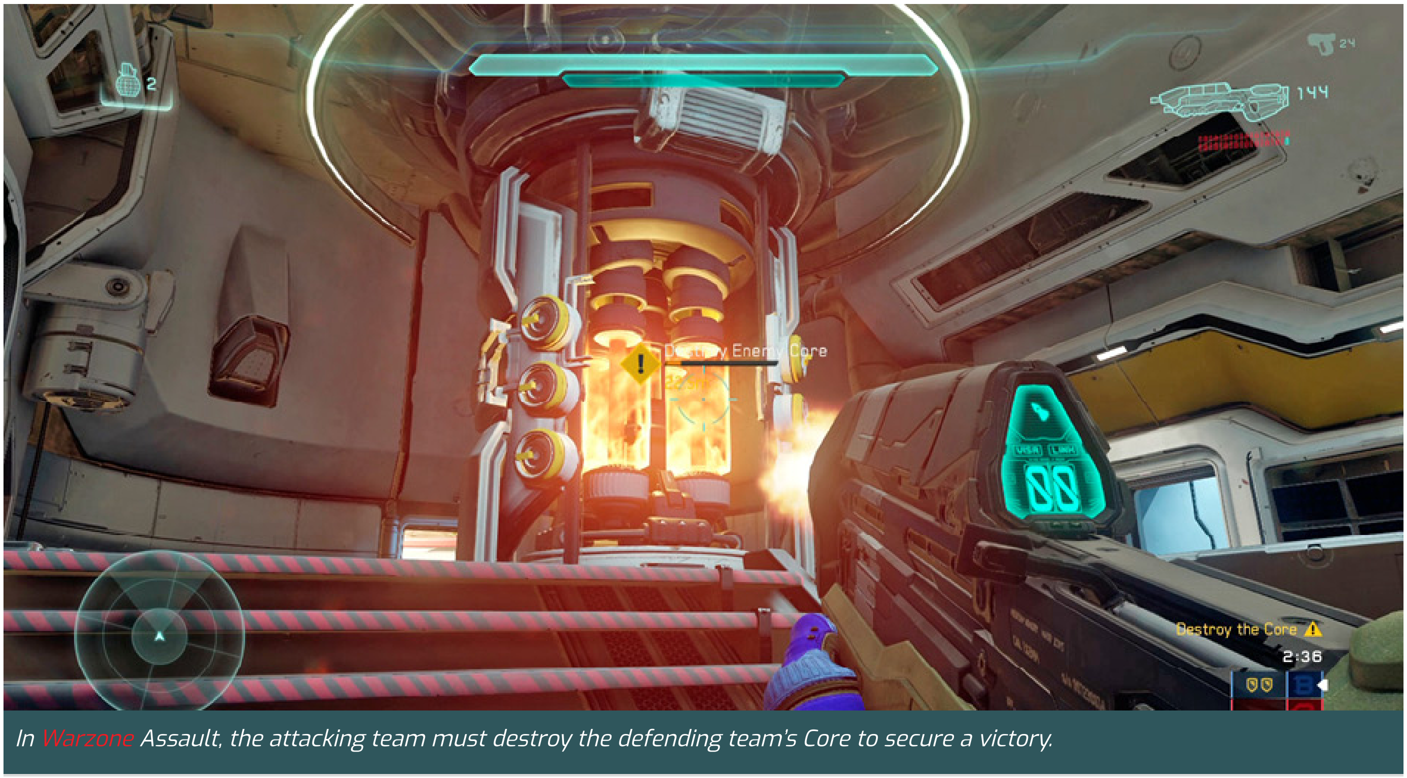
Deploy vehicles as early and as often as possible—their powerful weapons are ideal for taking down opponents and Bosses.

HALO 5
GUARDIANS
WARZONE

Warzone

Warzone Assault

Warzone Assault is an asymmetric game mode where one team plays as the attacker and the other as the defender. It's up to the attacking team to attack and capture two Bases, one after the other, before launching a final assault on the defending team's Home Base. The attacking team has six minutes to capture each Base; failing to capture a Base within the six-minute time limit gives the defending team a win. After capturing the second Base, the defending team's Home Base is opened, requiring the attacking team to destroy its Core within six minutes. The attacking team can only win the match by destroying the opposing team's Core, while the defending team simply needs to hold out for six minutes at any of the objectives.



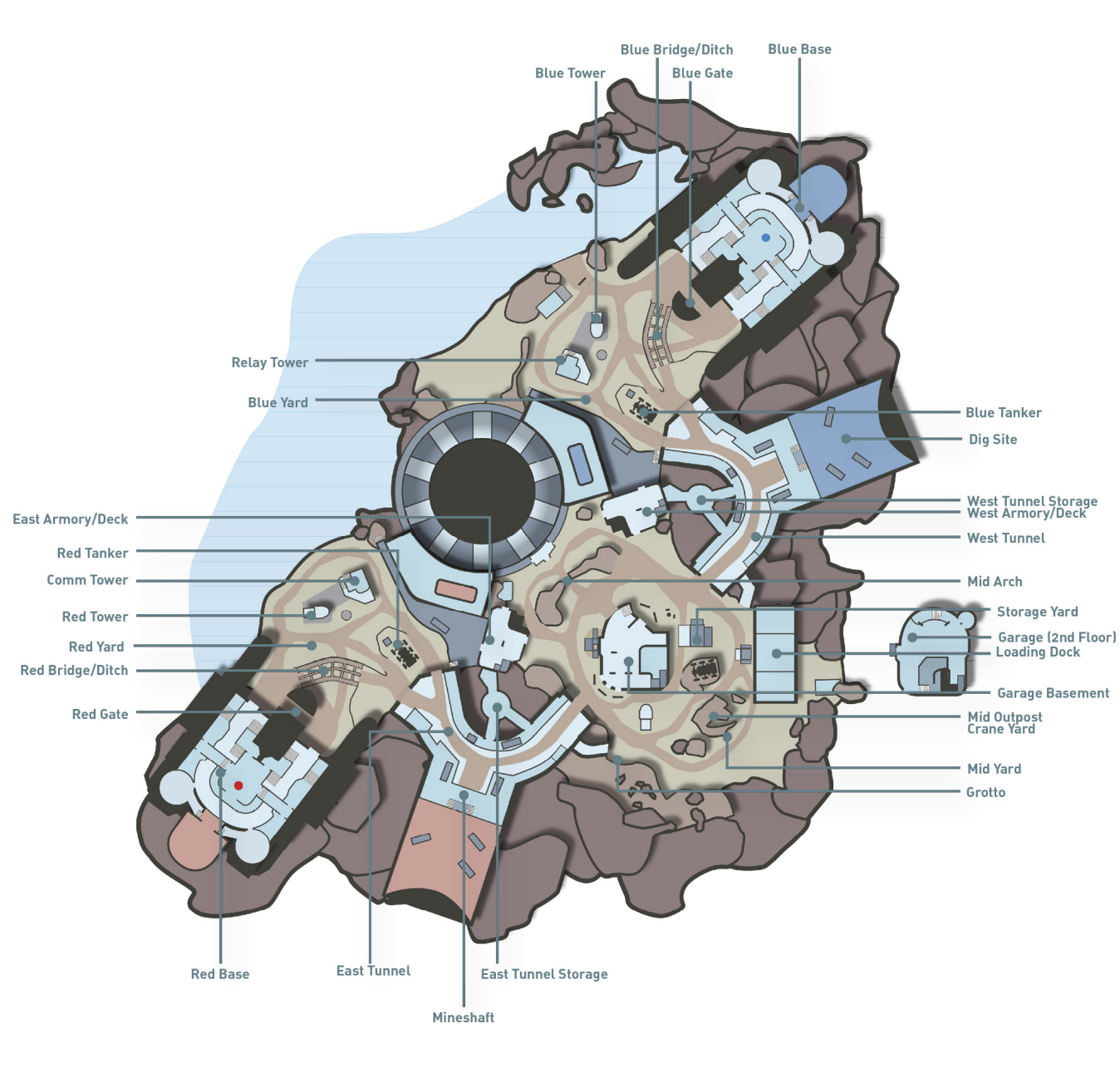
In Warzone Assault, the attacking team must destroy the defending team's Core to secure a victory.

Unlike in traditional Warzone, the emphasis is on attacking and defending a single objective at a time, focusing the 12-vs-12 combat on one relatively small geographical location. The time limit only intensifies the sense of urgency, pressing the attacking team to constantly advance. This can lead to some truly chaotic battles, with both teams clashing head on. With the exception of Marines serving as defenders, there are no AI-controlled enemies or Bosses—the only combatants are Spartans and their vehicles. Whether you're attacking or defending, Warzone Assault rewards aggressive gameplay, but instead of being drawn into the linear nature of the battle, always look for opportunities to flank or attain a height advantage.

WARZONE

Warzone

Escape from A.R.C.



Description: Scientists flocked to this Forerunner excavation in search of new beginnings. What they unearthed will lead to their inevitable end.

Game Mode: Warzone

BOSS LINEUP

BOSS	LOCATION	BOUNTY	TIME ACTIVE
Sangheili General	Comm Tower	25 VP	0:00
Sangheili General	Relay Tower	25 VP	0:00
Ranger Commander	Mineshaft	25 VP	2:00
Ranger Commander	Dig Site	25 VP	2:00
Soldier Enforcer	Loading Dock	25 VP	4:00
Soldier Enforcer	Grotto	25 VP	4:00
Baron 'Sraom	Crane Pit	150 VP	6:00
Knight Marshal	Mineshaft	25 VP	8:00
Knight Marshal	Dig Site	25 VP	8:00
Patrol Leader	Comm Tower	25 VP	10:00
Patrol Leader	Relay Tower	25 VP	10:00
Knight Strategos	Crane Pit	150 VP	12:00
Remnant Hunters	Mineshaft	25 VP	14:00
Remnant Hunters	Dig Site	25 VP	14:00
Knight Dignitary	Loading Dock	25 VP	16:00
Knight Dignitary	Grotto	25 VP	16:00
Warden Eternal	Crane Pit	150 VP	18:00

TEAM STRATEGY

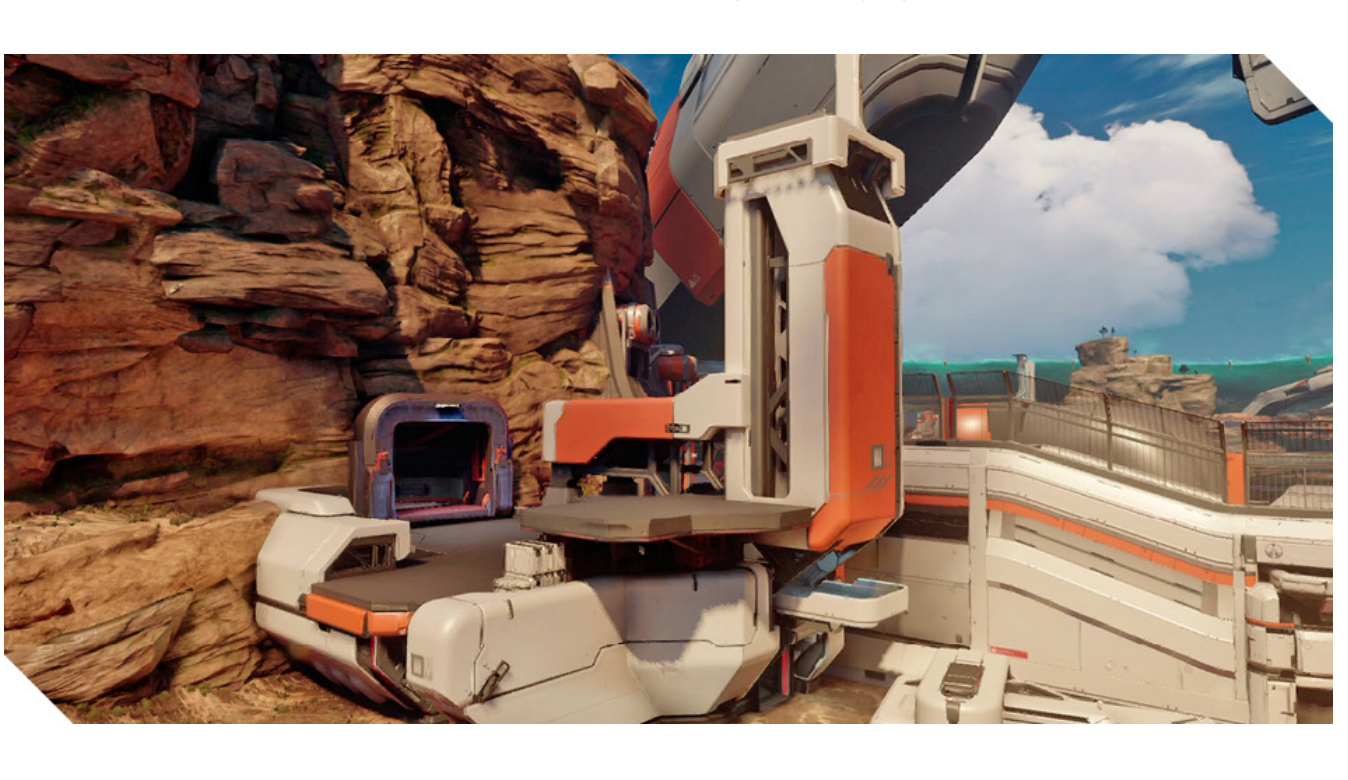
Whether playing as the Red or Blue Team, it's important to establish a foothold in the center of the map as early as possible. After breaking out of your Home Base, eliminate the Sangheili General at the Comm Tower or RElay Tower while pushing toward the East or West Armory. Once an Armory has been secured, attack the Garage. The Garage is an extremely important Base to hold because it provides quick access and lines of sight to the Crane Pit, where all the Legendary Bosses appear. Try to hold the Garage and at least one of the Armories throughout the match in an effort to outscore the opposing team. If your team can manage to lock down all three Bases, you have an opportunity to deny the opposing team access to the map's center and most of the Bosses. Push the opposing team back into their base and counter breakout attempts by blocking passage in the adjacent Tunnel and Armory—these are the key chokepoints when attempting to contain the enemy to their Yard. Launching aggressive attacks on their Home Base's core is also a surefire way to put them on the defensive. But don't lose sight of the Bosses scattered throughout the battlefield. In addition to holding down Bases, you'll need to knock off these Bosses to secure a demanding lead. When Legendary Bosses appear at the Crane Pit, make sure your teammates respond quickly to score the huge bounties offered by Baron 'Sraom, Knight Strategos, and Warden Eternal.

BASES

EAST ARMORY

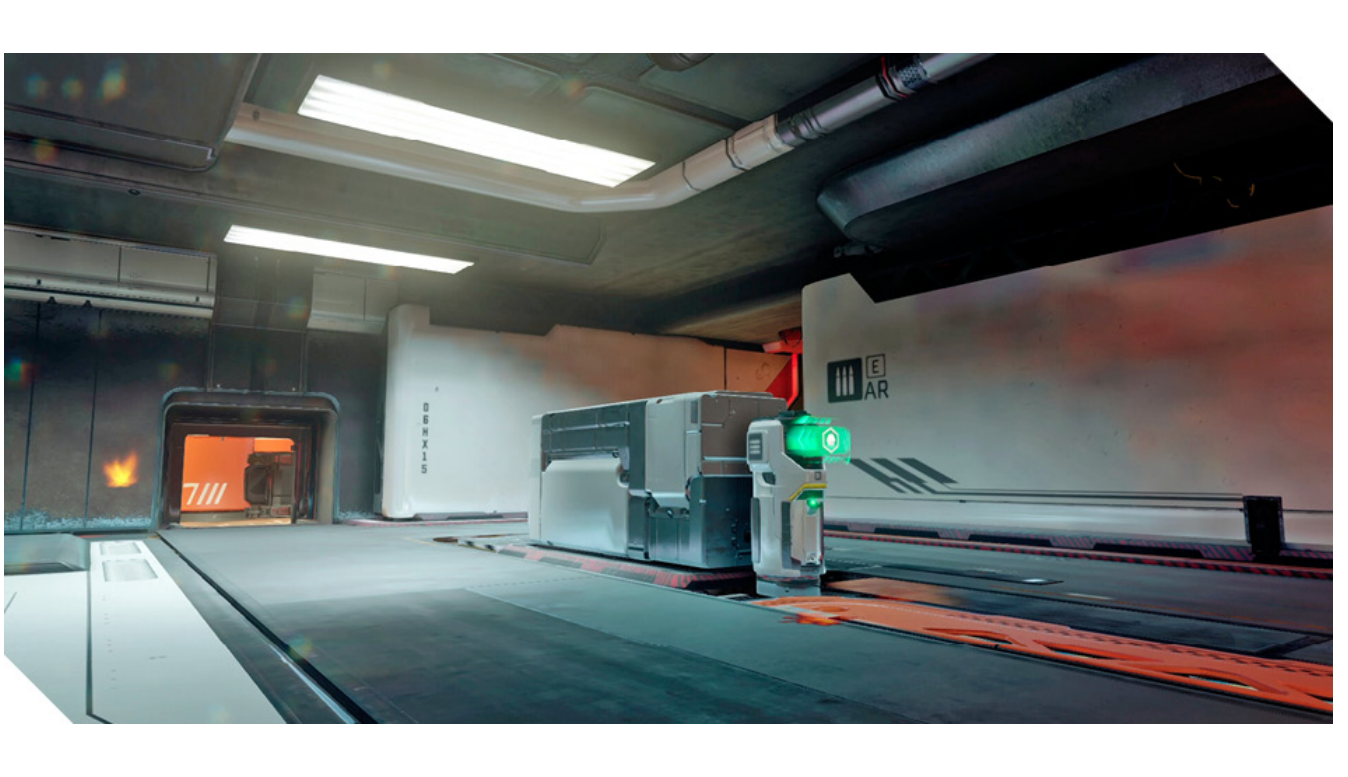
Initial Opposition: Crawlers, Soldiers

» Located a short distance from the Red Base, the East Armory is likely to fall into the Red Team's hands at the start of the match—but that doesn't mean the Blue Team shouldn't make an attempt at an early capture.

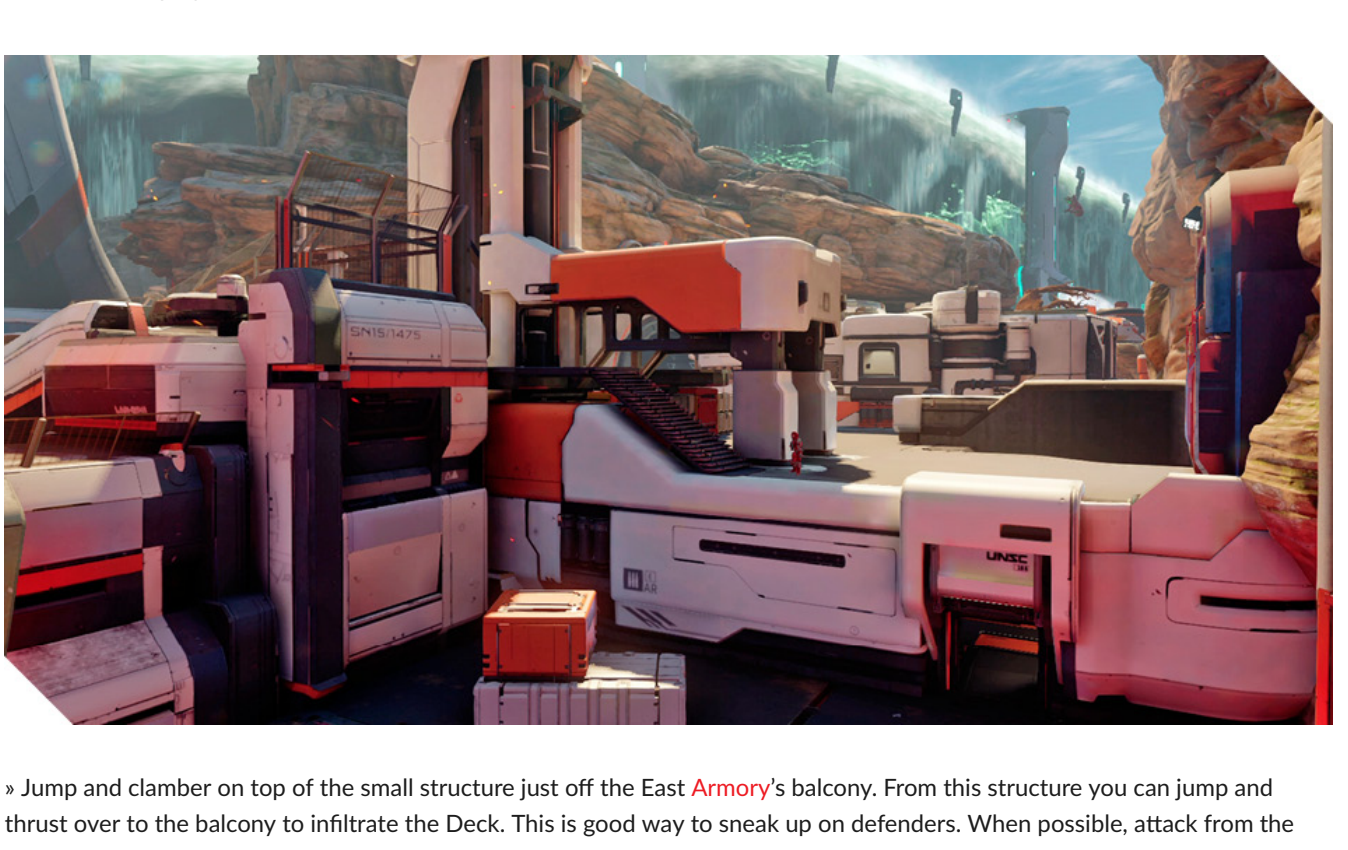


» Initially, the East Armory is defended by a small contingent of Crawlers and Soldiers—toss grenades through the ground-level doorways and then rush inside with at least a couple of teammates to finish off the survivors. The Base can be captured or contested from the Armory's interior or on East Armory Deck.

» On the East Armory Deck there's an alcove carved out of the adjoining cliff. Using a Spartan Charge, crash through the barrier at the back of this alcove to open a passage leading to the East Tunnel Storage—use this shortcut to move between the East Armory and East Tunnel. This also opens a long sight line to the Mineshaft, ideal for engaging Bosses like the Ranger Commander, Knight Marshal, and Remnant Hunters.



» The East Armory Deck offers great views of the Garage and West Armory, ideal for engaging opponents from long range. This rooftop also offers sight lines on the Comm Tower. Target the Sangheili General or Patrol Leader from long range. But seek out cover before engaging opponents from this elevated position—you're very exposed on this rooftop, particularly once aerial vehicles are deployed.

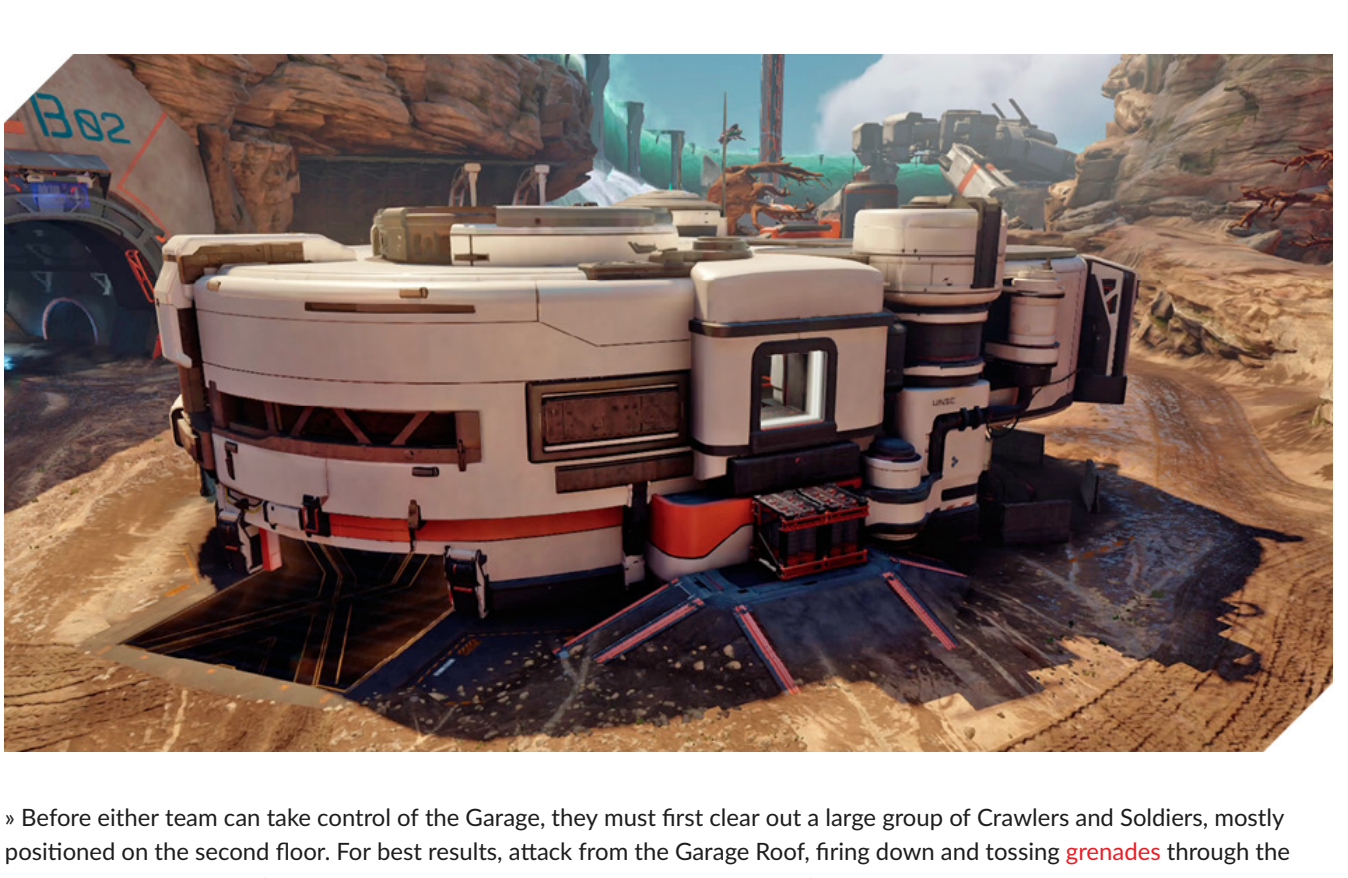


» Jump and clamber on top of the small structure just off the East Armory's balcony. From this structure you can jump and thrust over to the balcony to infiltrate the Deck. This is good way to sneak up on defenders. When possible, attack from the top down, clearing the Deck before pushing inside through the rooftop ramp.

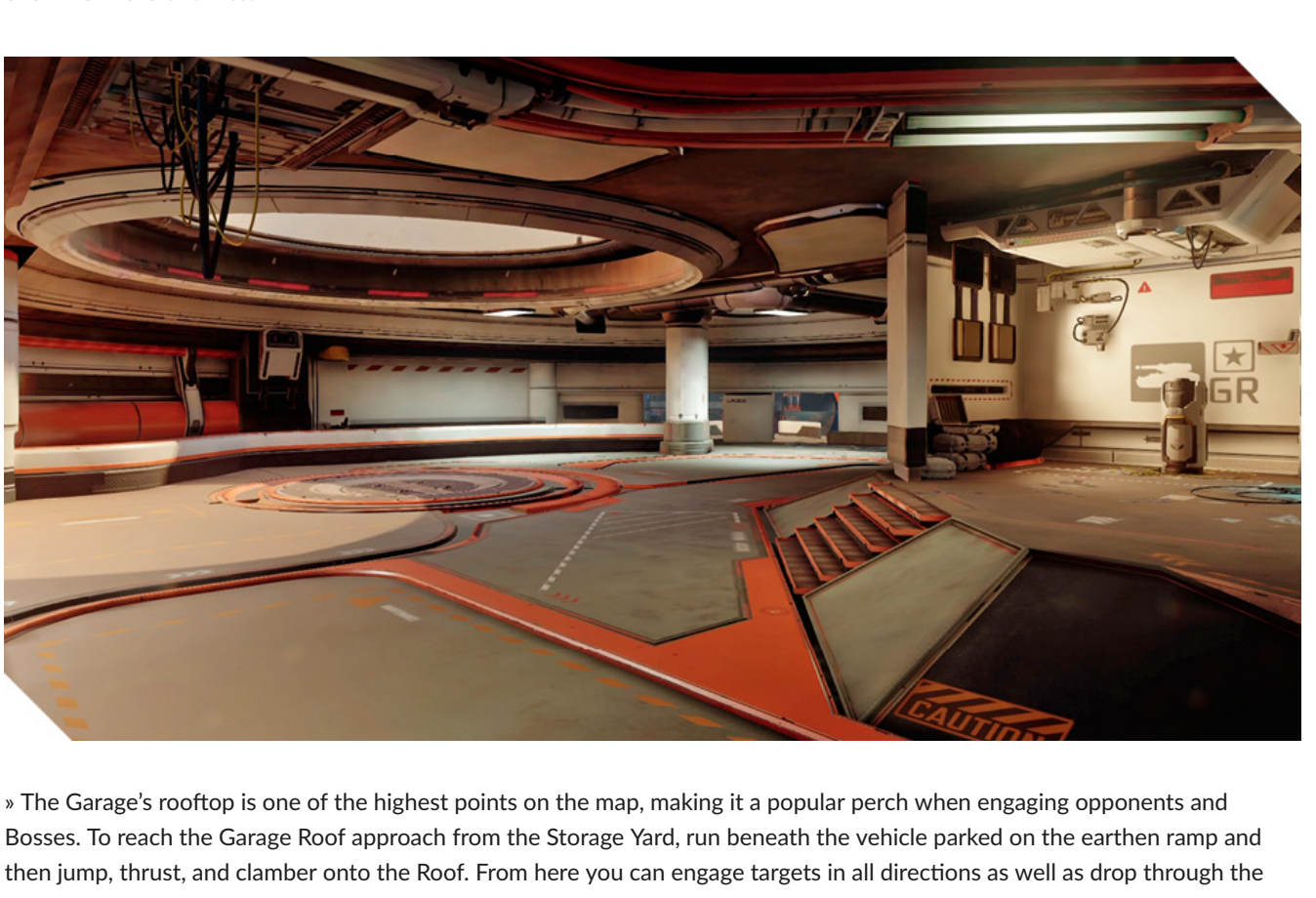
GARAGE

Initial Opposition: Crawlers, Soldiers

» The Garage is often the focal point of the battle, giving occupiers an infantry and vehicle spawn point in the center of the map. Once your team holds this location, make sure at least a couple of teammates stay back and defend it. Maintaining a spawn point in the center of the map gives your team the chance to branch out and attack the surrounding objectives as well as make a push toward the Bosses at the nearby Loading Dock and Crane Pit.



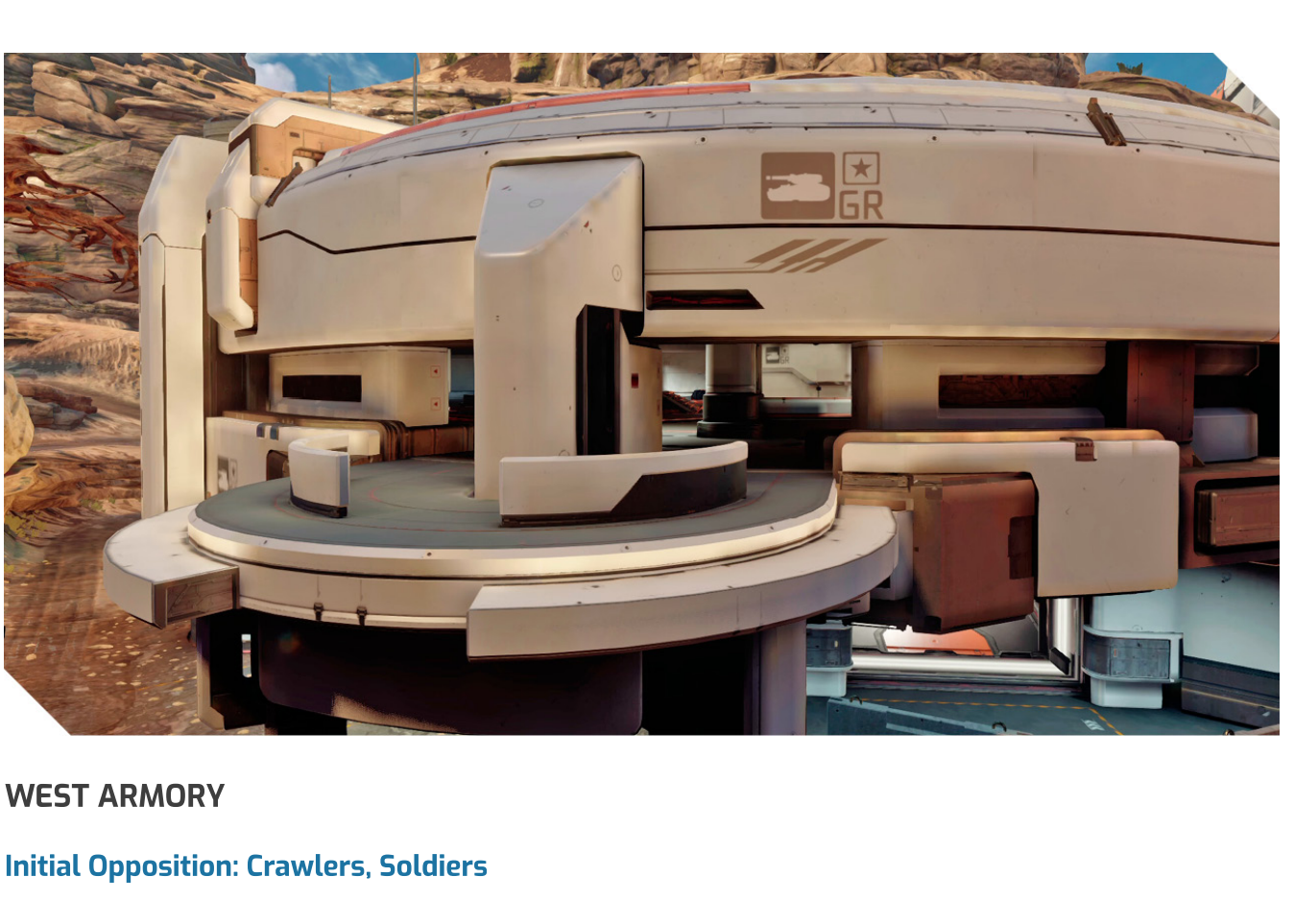
» Before either team can take control of the Garage, they must first clear out a large group of Crawlers and Soldiers, mostly positioned on the second floor. For best results, attack from the Garage Roof, firing down and tossing grenades through the circular skylight. But don't attempt to clear out the Garage on your own—you'll need the support of at least three teammates to overwhelm the enemies.



» The Garage's rooftop is one of the highest points on the map, making it a popular perch when engaging opponents and Bosses. To reach the Garage Roof approach from the Storage Yard, run beneath the vehicle parked on the earthen ramp and then jump, thrust, and clamber onto the Roof. From here you can engage targets in all directions as well as drop through the skylight. But the Roof has very little cover, so be ready to drop inside the Garage once enemy aerial vehicles appear overhead. While the Roof is an advantageous position, the objective cannot be captured or contested from this spot.

» Two ramps in the Basement Garage lead up to the second floor. If you suspect there are opponents upstairs, avoid pushing up these ramps. Instead, exit the Garage and approach from the second-floor windows or the Roof.

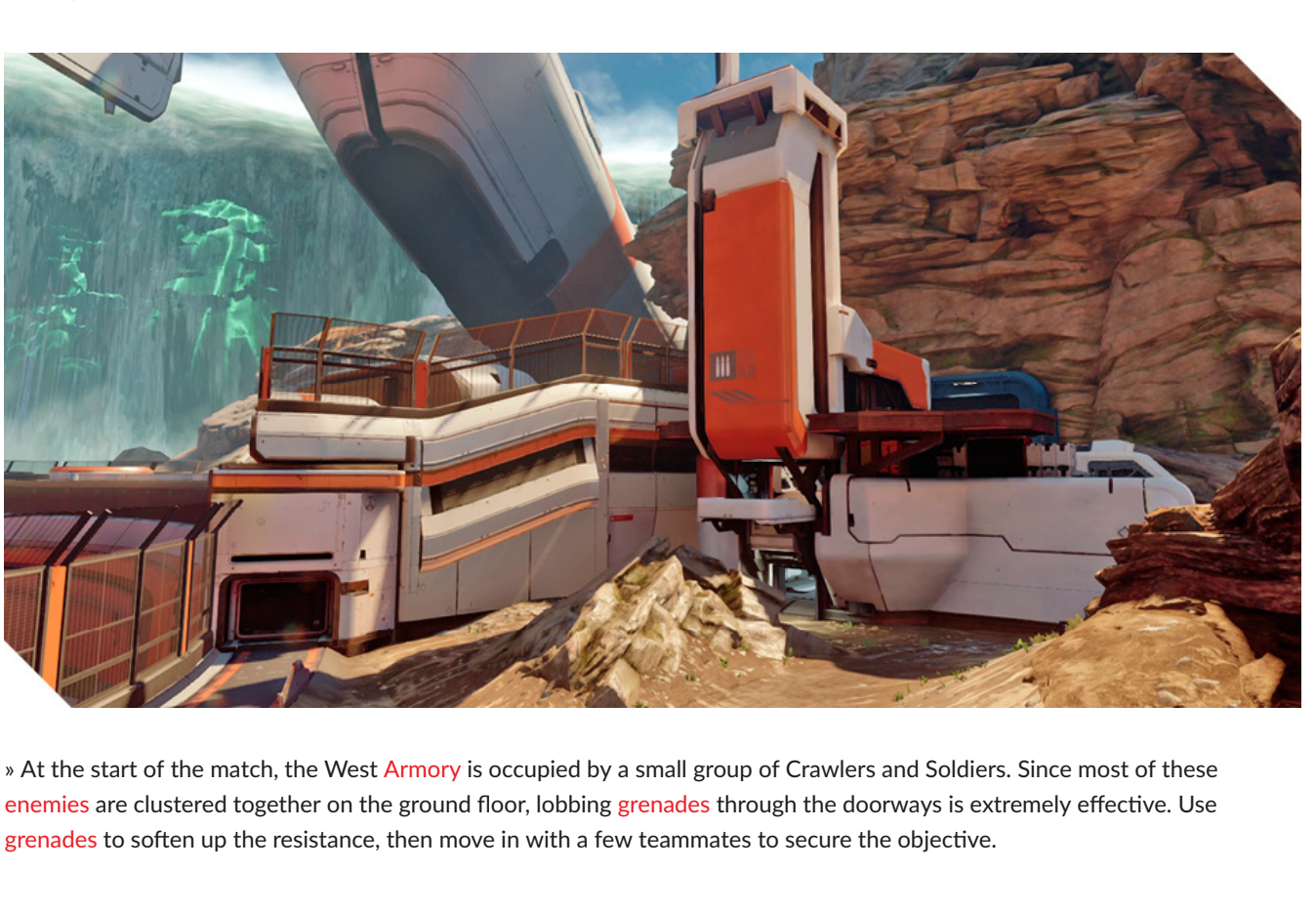
» The Garage's second floor is like a bunker, offering views of several key areas. The large semicircular balcony overlooks the West Armory, West Tunnel, and Loading Dock. Another window overlooks the East Armory and East Tuand Bosses.



WEST ARMORY

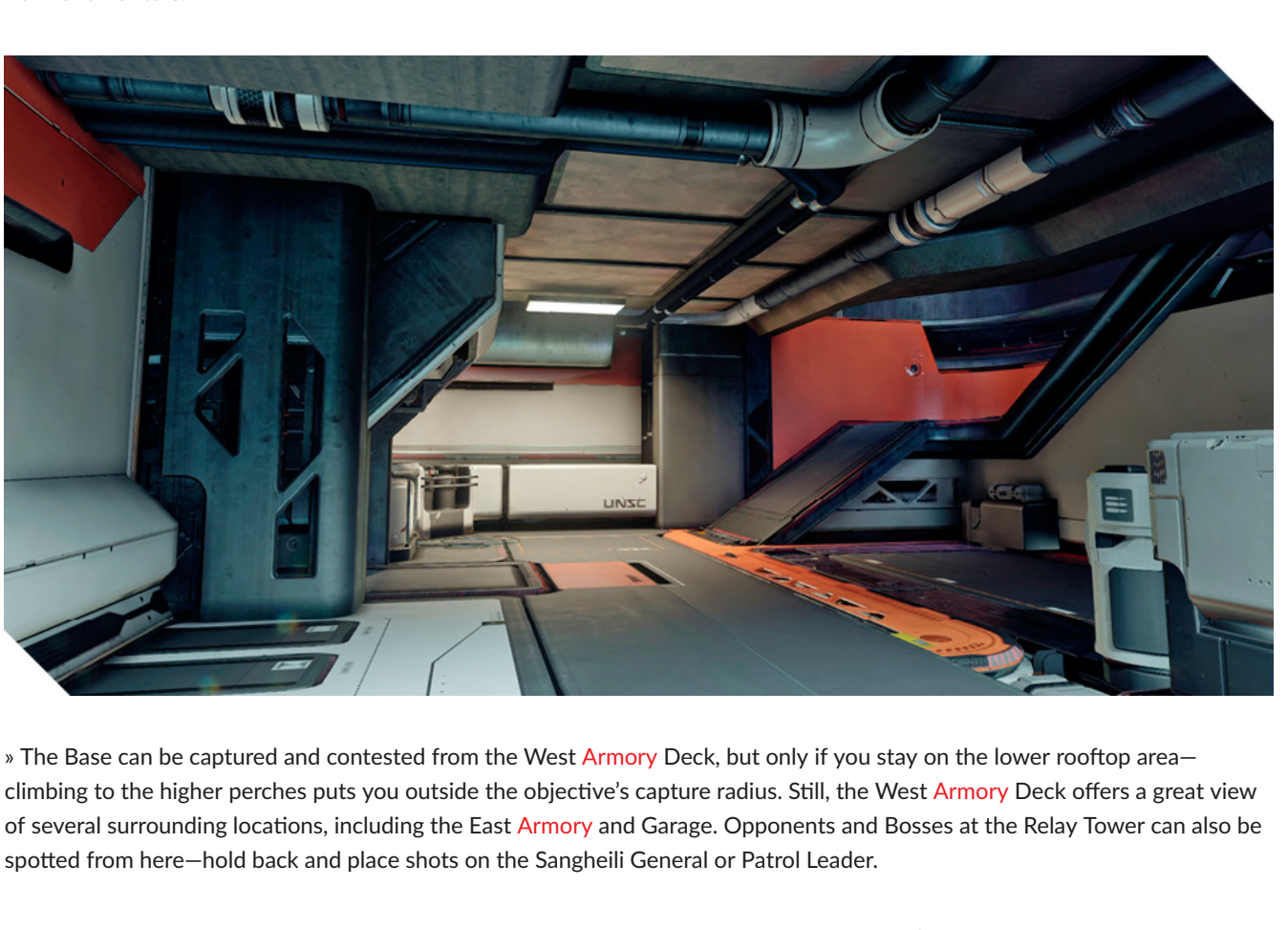
Initial Opposition: Crawlers, Soldiers

» By making a quick advance out of their base, Blue Team stands the best chance of capturing the West Armory at the outset of the match. But unless it's adequately defended, Red Team has no problem pushing into this location from the Garage or East Armory.



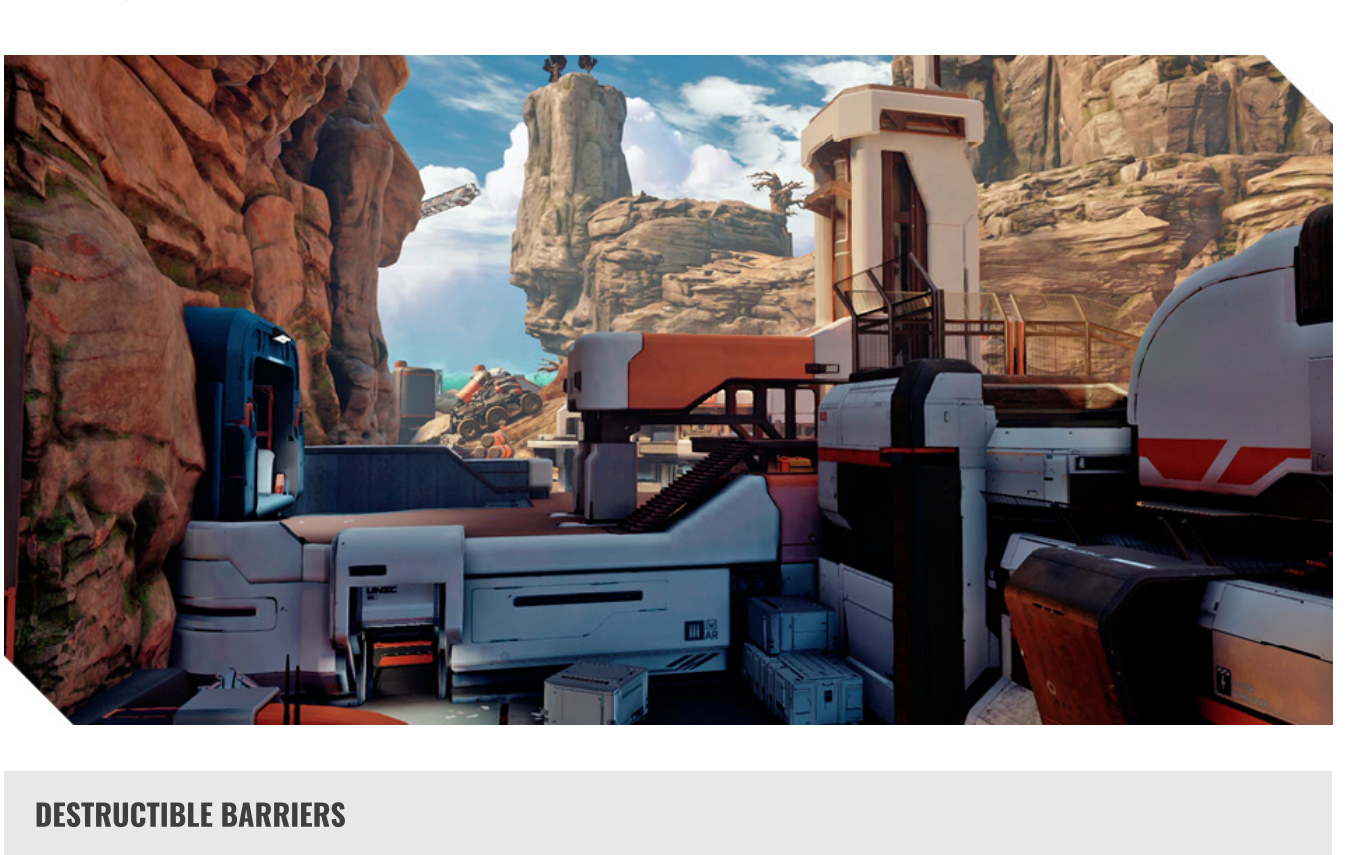
» At the start of the match, the West Armory is occupied by a small group of Crawlers and Soldiers. Since most of these enemies are clustered together on the ground floor, lobbing grenades through the doorways is extremely effective. Use grenades to soften up the resistance, then move in with a few teammates to secure the objective.

» As in the East Armory, there's an alcove in the cliff adjacent to the West Armory Deck. The barrier in this alcove can be destroyed with a Spartan Charge, opening a passage to the West Tunnel Storage. In addition to serving as a shortcut, this passage opens up a line of sight to the Dig Site, ideal for engaging Bosses like the Ranger Commander, Knight Marshal, and Remnant Hunters.



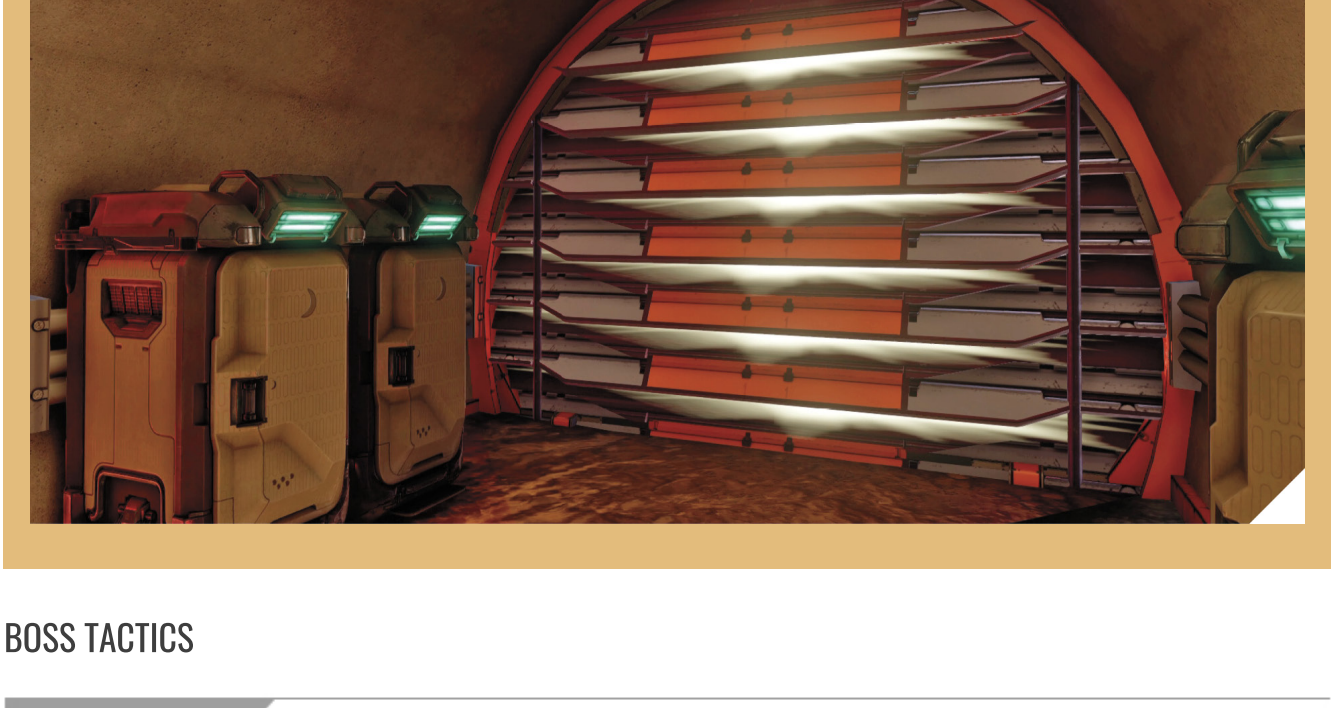
» The Base can be captured and contested from the West Armory Deck, but only if you stay on the lower rooftop area—climbing to the higher perches puts you outside the objective's capture radius. Still, the West Armory Deck offers a great view of several surrounding locations, including the East Armory and Garage. Opponents and Bosses at the Relay Tower can also be spotted from here—hold back and place shots on the Sangheili General or Patrol Leader.

» The ramp-like rock formation outside the West Armory offers easy access to the objective's balcony. Rush up the rock pile and then jump and thrust over to the balcony to land on the West Armory Deck—this is a good option when attacking from the East Armory.



DESTRUCTIBLE BARRIERS

Perform a Spartan Charge to crash through these barriers at the East and West Tunnels to open up shortcuts and flanking paths.



BOSS TACTICS

Sangheili General

Locations:

» Comm Tower at 0:00

» Relay Tower at 0:00

Minions: Jackals

Bounty: 25 VP

Sangheili Generals appear at both the Comm and Relay Towers at the start of the match. This is an easy Boss to deal with since all players will see him when exiting their respective bases. Take out the two Jackals first, then focus your fire on the Sangheili General. Combined Assault Rifle attacks by multiple Spartans are enough to chip away at the Boss's stubborn shield. Once his shield is down, follow up with precise headshots using your Magnum—it doesn't take many hits to drop this Boss once his shield is down. If facing off against the Sangheili General on your own, eliminate the Jackals and then keep your distance to avoid taking damage from the General's Plasma Grenades and Energy Sword. Stay mobile and keep up the attack to prevent the General's shield from regenerating.

Ranger Commander

Locations:

» Mineshaft at 2:00

» Dig Site at 2:00

Minions: Elite Rangers

Bounty: 25 VP

Before engaging the Ranger Commander, focus on taking out the two Elite Rangers. They're usually positioned on the lower platform, allowing you to engage them without drawing fire from the Ranger Commander. Once the Elite Rangers are down, take the fight to the Ranger Commander with rapid-firing weapons like the SAW—this does wonders for wearing down the Boss's shield. But don't trade fire with the Ranger Commander. Retreat to the lower platform as necessary, using the stairways and ramps for cover. Mobility is key to avoid getting struck by the Ranger Commander's Plasma Grenades—if one of these gets stuck to you, you're done. Keep moving and firing until the Ranger Commander's shield is down. At that point, all it takes is a few headshots to finish off this Boss.

Soldier Enforcer

Locations:

» Loading Dock at 4:00

» Grotto at 4:00

Minions: Soldiers, Watcher

Bounty: 25 VP

The Soldier Enforcer's

Splinter Turret and rather sizable entourage make him a particularly dangerous foe. As usual, attack the two Soldiers and Watcher surrounding this Boss. Take cover and strike from a distance to avoid drawing fire from the Soldier Enforcer. Once the two Soldiers and the Watcher are down, cautiously close in on the Boss while using any available cover—there is far more cover at the Loading Dock than there is at the Grotto. The Splinter Turret weighs down the Soldier Enforcer, making it relatively easy to outmaneuver him. Circle-strafe around the Boss in an effort to stay clear of his Splinter Turret. As long as you keep moving, you'll have no problem wearing down the Soldier Enforcer's health, especially if you're assisted by a teammate.

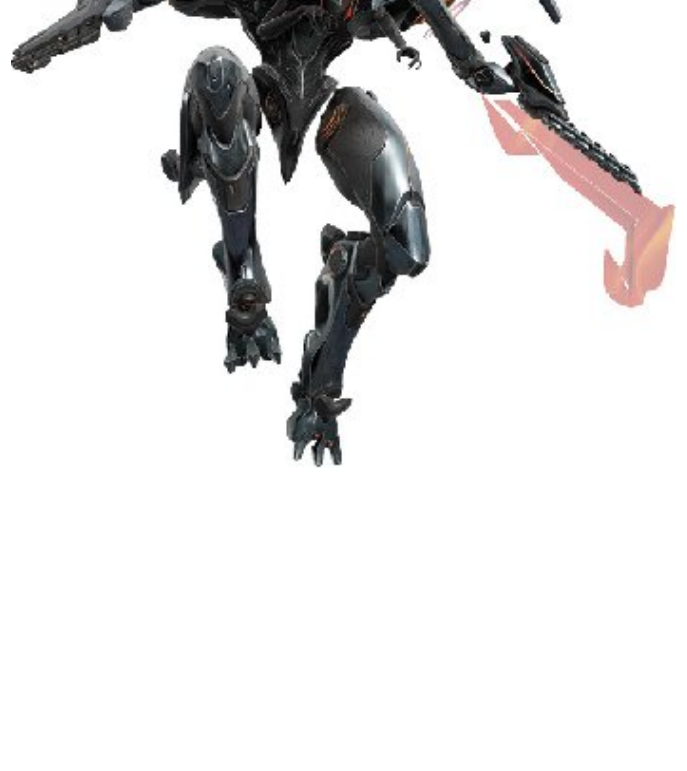
Baron 'Sraom

Location: Crane Pit at 6:00

Minions: None

Bounty: 150 VP

Baron 'Sraom is the first Legendary Boss to appear, cruising above the Crane Pit in a custom Banshee six minutes into the match. Taking on the Baron is much easier if your team holds the Garage, as it provides excellent cover—open fire from the Garage's second-floor balcony. Otherwise, seek cover among nearby rocks or equipment in the Storage Yard or Loading Dock. With the help of some teammates, the Baron can be taken down rather quickly. Despite presenting an airborne threat, the Boss's health is rather limited. A concerted effort by three or four Spartans is usually enough to bring down the Baron. Using an antivehicle weapon like a Spartan Laser can expedite the process. Given the Baron's high bounty, expect to fight off the opposing team—pick them off while they're preoccupied with fighting the Baron.



Knight Marshal

Locations:

» Mineshaft at 8:00

» Dig Site at 8:00

Minions: Crawlers, Watcher

Bounty: 25 VP

The Knight Marshals appear at these locations only once the preceding Ranger Commander has been eliminated. Appearing with three Crawlers and one Watcher, the Knight Marshals are a formidable threat when fought at close range. Fortunately, it's possible to engage all of these threats from long range. For best results, attempt to get a line of sight on these enemies from the East or West Tunnel Storage—spotting the Crawlers from here might be tough, but you can still land shots on the Watcher and Knight Marshal. If you don't have a long-range weapon, approach with caution, using the lower ramps and stairs for cover. When attacking at close range, always eliminate the Crawlers and Watcher first before engaging the Knight Marshal. If you stay on the lower platform, the Crawlers and Watcher have trouble reaching you.

Patrol Leader

Locations:

» Comm Tower at 10:00

» Relay Tower at 10:00

Minions: Grunts

Bounty: 25 VP

Cruising around the Red or Blue Yard in a Ghost, the Patrol Leader and his Grunt minions are a nuisance when pushing out of your team's base. The Patrol Leader appears only once the Sangheili General has been eliminated. This gives you the opportunity to use the elevation of the Red or Relay Tower to fire down on this threat. Pick off the three Grunts from long range, then quickly ascend the Red or Relay Tower. The Patrol Leader's speed and firepower are nothing to scoff at, so take care moving into position. Due to the enemy's quick health regeneration, it's often necessary to attack with the assistance of teammates—if you take a breather, the Patrol Leader will regain most of his health. For best results, shoot the Patrol Leader himself, not the Ghost he's riding on—this deals much more damage. Explosive weapons like the Rocket Launcher and Hydra Launcher make this fight much easier.

Knight Strategos

Location: Crane Pit at 12:00

Minions: Soldiers, Watchers

Bounty: 150 VP

If Baron 'Sraom has been eliminated at the Crane Pit, Knight Strategos and his entourage appear 12 minutes into the battle. Before you even get close to Knight Strategos, you'll come under fire by his four Soldiers. Keep your distance and engage these threats from long range, preferably from the second floor of the Garage—take out the two Watchers while you're at it. Knight Strategos will not move until you're within range of his close-range attacks. This makes him an easy target to pick off from long range. With the help of teammates, use weapons like the Sniper Rifle, Beam Rifle, Railgun, and LightRifle to quickly deplete his health. But don't get tunnel vision—continually scan the area for opponents attempting to steal your bounty.

Remnant Hunters

Locations:

» Mineshaft at 14:00

» Dig Site at 14:00

Minions: None

Bounty: 25 VP

The Remnant Hunters appear at the East and Dig Sites only once the preceding Ranger Commanders and Knight Marshals have been eliminated. Although they spawn with no minions, the two Remnant Hunters that appear at each location are enough to keep you on your toes. Never take on this fight alone. These Bosses are extremely tough, absorbing tons of damage. If possible, engage the Remnant Hunters from long range, preferably from the East or West Tunnel Storage—they can't retaliate against long-range attacks. If fighting them at close range, strafe up and down the lower platform's stairs while firing—the Remnant Hunters will not pursue you down these steps. The Hunters fire a slow-moving Fuel Rod Cannon projectile that is relatively easy to dodge. But with two Remnant Hunters present, dodging both of their attacks can be tricky; always keep both enemies in front of you to avoid getting blindsided. The Remnant Hunters move very slowly, so keep moving, denying them the opportunity to fire a shot. If they're distracted by a teammate, you can sneak up behind them and shoot the weak spot on their back for critical damage. Or hit them with a Spartan Charge to stun them, giving you the opportunity to flank.

Knight Dignitary

Locations:

» Loading Dock at 16:00

» Grotto at 16:00

Minions: Soldier Officers

Bounty: 25 VP

If the Soldier Enforcers have been eliminated at the Loading Dock and Grotto, Knight Dignitaries replace them at the 16-minute mark. They're both accompanied by a pair of Soldier Officers. The fight at the Loading Dock is much easier, as all enemies can be engaged from distant locations like the Garage. But gaining a line of sight on the Grotto is much tougher unless you have access to an aerial vehicle. As usual, pick off the Soldier Officers first. Once they're down, attack the Knight Dignitary. The Knight Dignitary can only retaliate against close- or midrange attacks, so it's wise to keep your distance, attacking with precision weapons to hit its weak spots. If you don't have access to a Banshee or Phaeton, taking out the Knight Dignitary at the Grotto is a bit more challenging. Attack with rapid-firing weapons while staying on the move—mobility is the key to avoiding the Boss's close-range attacks.

Warden Eternal

Location: Crane Pit at 18:00

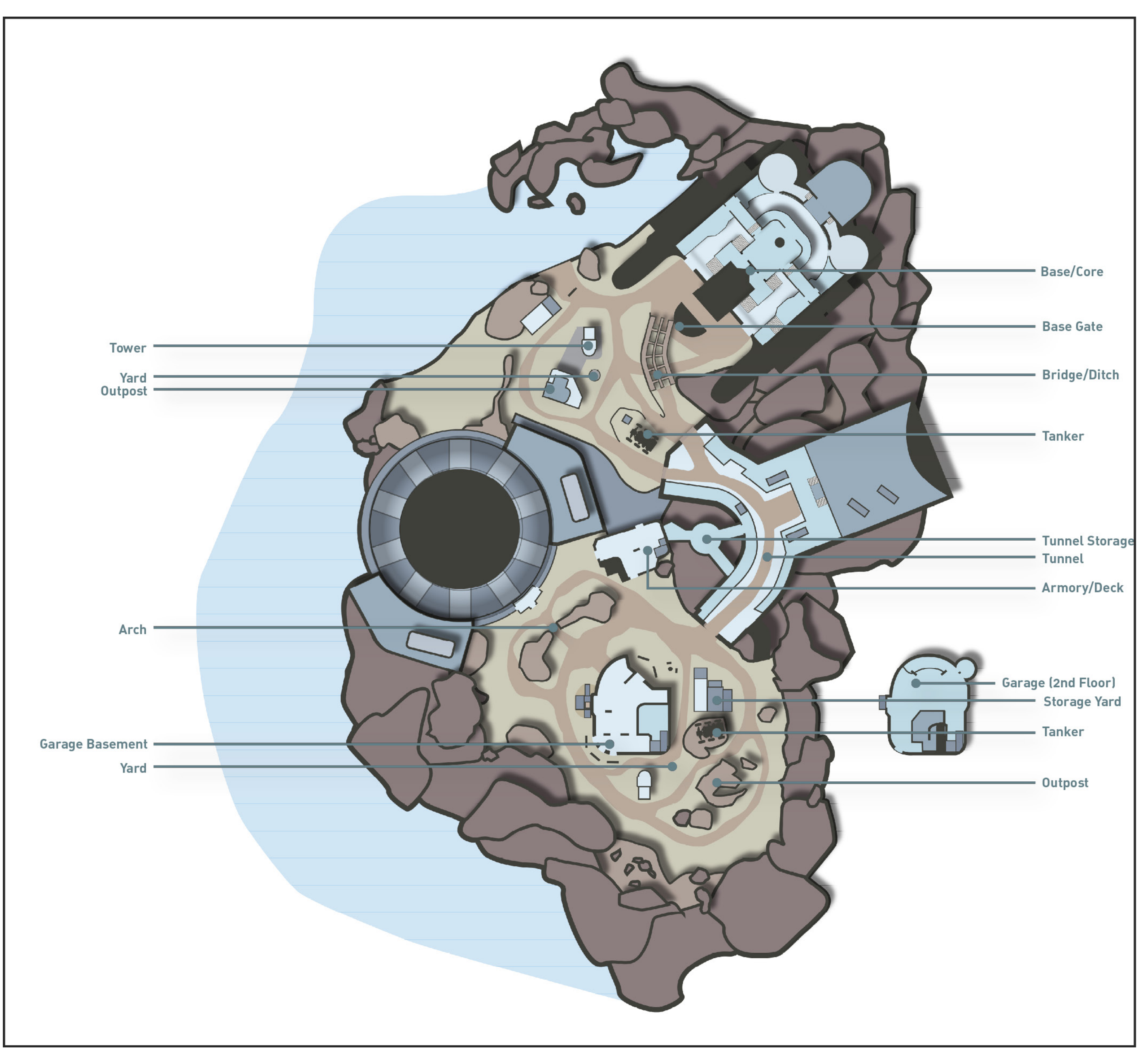
Minions: Soldiers, Watchers

Bounty: 150 VP

Assuming Baron 'Sraom and Knight Strategos have been eliminated, Warden Eternal makes his entrance at the Crane Pit 18 minutes into the match, joined by four Soldiers and two Watchers. Taking down Warden Eternal is a true team effort. Start by picking off the Soldiers and Watchers, preferably from the second floor of the Garage. Next, spread out with your teammates and attack the Warden from multiple angles. All of the Warden's attacks are AOE—spreading out minimizes the effectiveness of these attacks. But don't wander too far from a thick piece of cover. This is essential for avoiding the Warden's devastating orb attack; the orb tracks you, passing through light cover. Rocks and the large cylindrical tanks in the Crane Yard can block the orb attack. Keep attacking the Warden until the weak spots on his back and face are exposed—hitting these spots with heavy weapons inflicts massive damage. When the Warden is weak, he can be eliminated with an assassination—but it's much safer to keep your distance. Given the Warden's late appearance, vehicles are likely to be available to players on both teams. Phaetons and Banshees are particularly effective against the Warden. But keep an eye out for opponents in the area—whichever team takes down the Warden stands a good chance of winning the battle.

Warzone

Dispatch



Description: Alluvion's wine-dark seas will soon claim secrets the A.R.C. could not uncover in time.

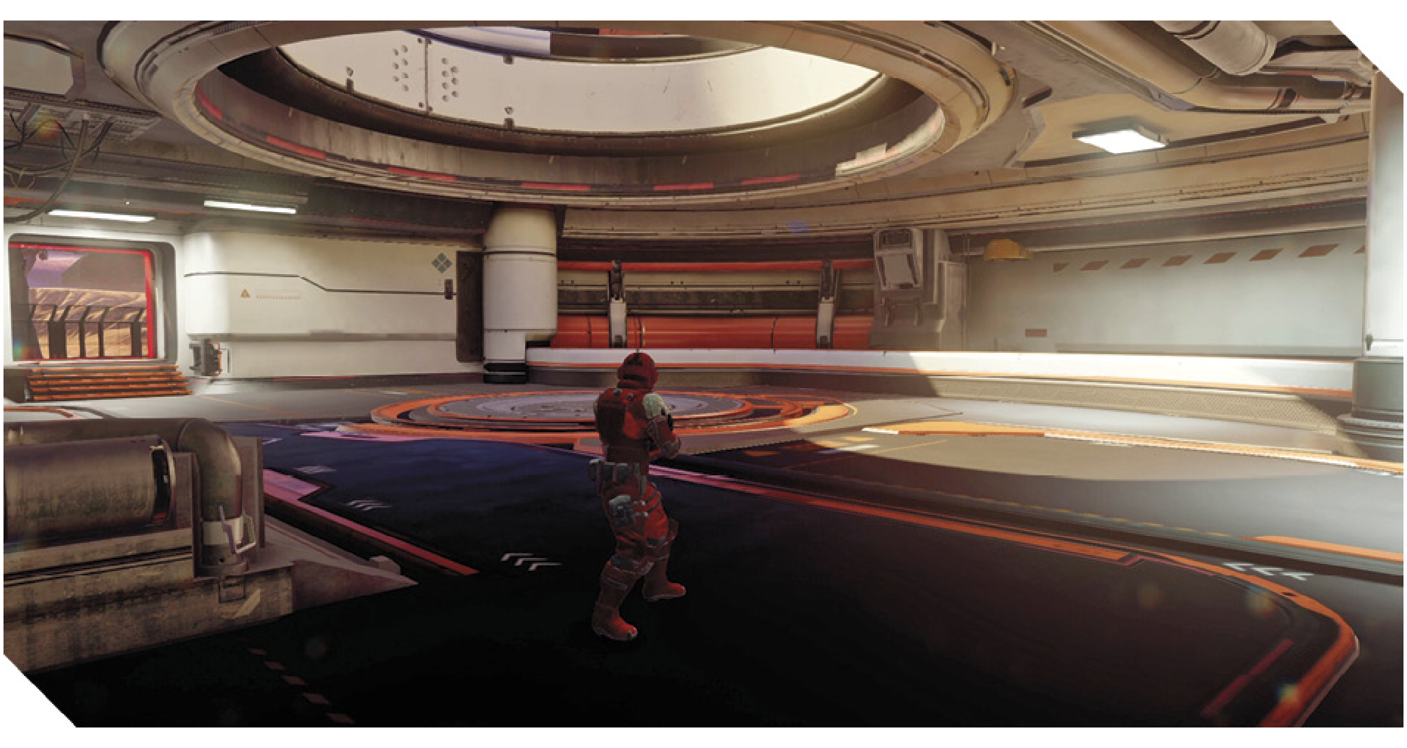
Game Mode: Warzone Assault

OBJECTIVES

OBJECTIVE 1: GARAGE

Attack

The Garage is a tough nut to crack, particularly if it's well defended. Starting in the Yard, attempt to attack the Garage from the Roof or second floor. Sprint up the earthen ramp beneath the Tanker, then jump and thrust toward the Garage to clamber onto the Roof. From the Roof you can fire down through the circular skylight before dropping in. Remember, the Garage can be contested from the second floor and basement. Establish a foothold on the second floor before pushing down into the basement. Instead of just hunkering down in the Garage, try to stem the flow of defenders approaching from the Armory—patrol the area between the Garage and the Armory with a Warthog or Ghost while your teammates secure the Garage.



Defend

The attacking team continually spawns in the Yard, applying consistent pressure against the Garage from the outset of the battle. Instead of trying to confront the attackers in the Yard, get inside the Garage as soon as possible and get ready to defend—rapid-firing close-quarter weapons are ideal. Most attackers are likely to rush in through the basement, so consider holding out on the second floor. But watch out for attackers dropping down from the Roof through the circular skylight. The narrow ramps leading up from the basement are chokepoints—make sure you have a line of sight on these ramps. If your team can withstand the first few minutes of the attack, consider deploying a few vehicles to confront the attackers in the Yard. But never leave the Garage unoccupied—you need at least one Marine or Spartan in the Garage at all times to prevent it from being captured.

OBJECTIVE 2: ARMORY

Attack

Immediately after the Garage is captured, waste no time making an aggressive push toward the Armory. If you act quickly, you can catch the defenders off-guard. But if frontal assaults on the Armory are unsuccessful, attempt to flank through the Tunnel Storage, gaining direct access to the Armory Deck—use a Spartan Charge to destroy the barrier. Supplement flanking attacks by deploying vehicles—send them through the Tunnel to encircle the Armory, preventing reinforcements from occupying the structure. By extending the fight into the defending team's Yard, your team disrupts the flow of enemy traffic between the base and the Armory, giving your team a better chance of securing the objective.

Defend

Of all the objectives, defending the Armory is the most difficult. But your team can take steps to slow down the attackers. Instead of camping in the cramped interior of the Armory, step out onto the Deck to score some long-range hits on the approaching attackers. The attackers are most vulnerable when crossing the open terrain between the Garage and the Armory. Flanking attacks are perhaps the most threatening, so occupy the Tunnel to block such maneuvers—parking a Scorpion or Wraith in the Tunnel is always a good deterrent. If you can block access to the Tunnel, you force the attackers into making frontal assaults. Remember, time is on your side—if you can hold out for six minutes, your team wins.

OBJECTIVE 3: BASE/CORE

Attack

Capturing the Armory exposes the Enemy Core in the Home Base. But time is ticking, so you need to act fast. At this late stage, vehicles are essential for pushing into the base—use vehicles like the Scorpion, Wraith, or Mantis to assist during the assault. While these vehicles can't gain a line of sight on the Core itself, their firepower is crucial for establishing a foothold inside the Home Base. If nothing else, vehicles act as a deterrent, drawing fire away from your team's Spartans while they attack the Core. Rapid-firing weapons like the SAW or explosive weapons like the Rocket Launcher are ideal for taking down the Core. But keep an eye on the surrounding doorways—consider tasking at least one teammate with watching these entrances while the rest of the team hammers away at the Core.

Defend

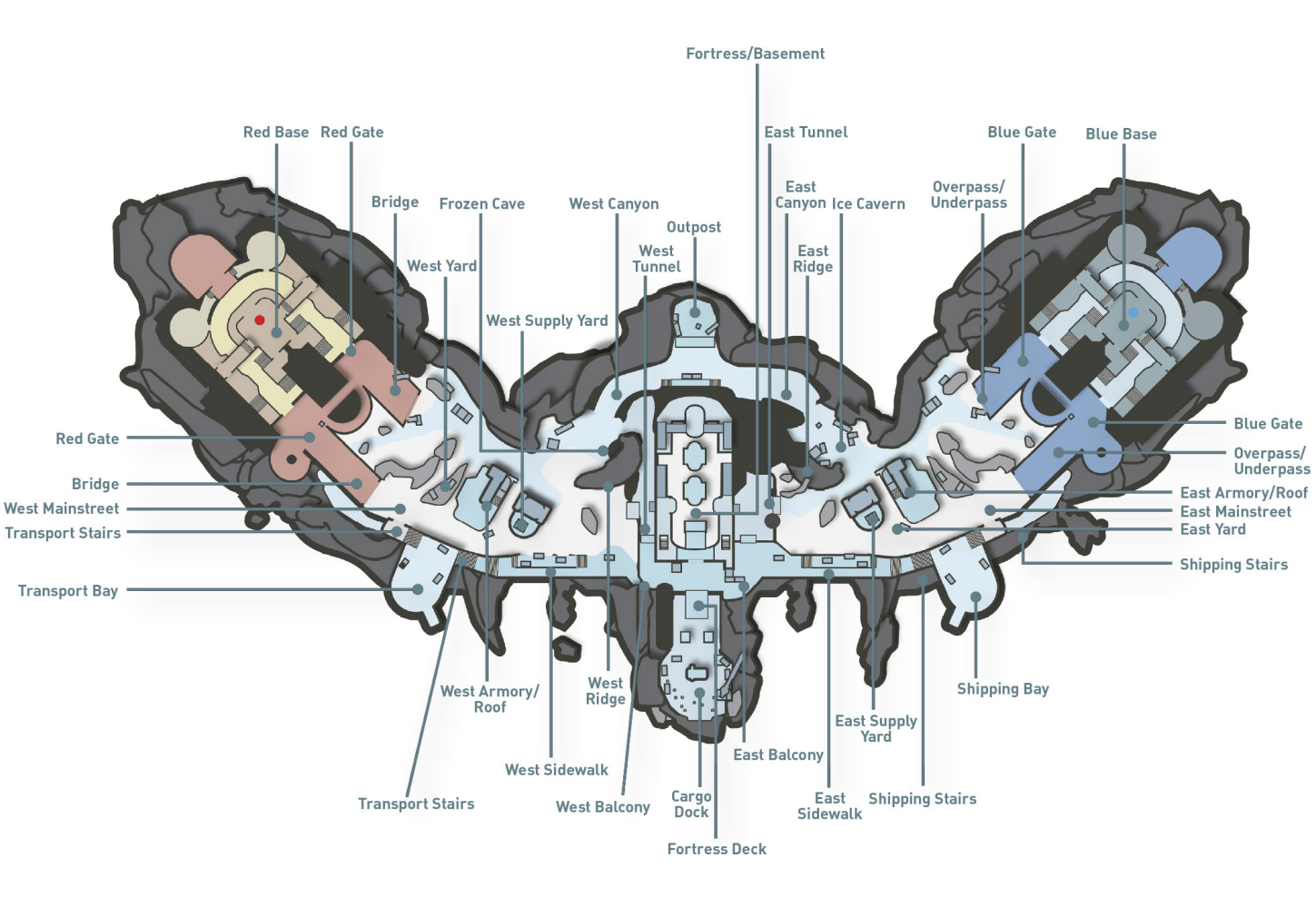
If the Armory looks like a lost cause, let it fall and consolidate your forces at the base. This is a much easier position to fortify because there are only two large entrances, which serve as chokepoints. Park a Scorpion, Wraith, or Mantis just inside each Base Gate and use their powerful weapons to mow down attackers. Keep these vehicles inside the Home Base, where they're less likely to be harassed by enemy aerial vehicles—make the attackers bring the fight to you. But that doesn't mean you shouldn't attempt a counteroffensive. The attackers are vulnerable when exiting the Armory and rushing across the Yard. Harass these incoming Spartans with infantry and fast-moving vehicles like the Warthog or Ghost—close air support from a Banshee or Phaeton can be a game changer. All enemy ground vehicles must advance through the Tunnel, so consider making a stand there with heavy weapons to deny the attackers the firepower they need to push into your Home Base.

HALO 5 GUARDIANS

WARZONE

Warzone

March on Stormbreak



Description: The Stormbreak mountain range is the broken spine of Kamchatka, mended a thousand millennia ago by the Forerunners' godlike power.

Game Mode: Warzone

BOSS LINEUP

BOSS	LOCATION	BOUNTY	TIME ACTIVE
Commander Lochagos	Fortress	150 VP	0:00
Elite General	Transport Bay	25 VP	2:00
Elite General	Shipping Bay	25 VP	2:00
Covert Major	Outpost	25 VP	4:00
Knight Luminary	Frozen Cave	25 VP	6:00
Knight Luminary	Ice Cavern	25 VP	6:00
Captain Wamik	Cargo Dock	150 VP	8:00
Soldier Commando	Transport Bay	25 VP	10:00
Soldier Commando	Shipping Bay	25 VP	10:00
Knight Bannerman	Cargo Dock	25 VP	12:00
Serpent Hunters	Transport Bay	25 VP	14:00
Serpent Hunters	Shipping Bay	25 VP	14:00
Wraith Officer	Cargo Dock	25 VP	16:00
Warden Eternal	Outpost	150 VP	18:00

TEAM STRATEGY

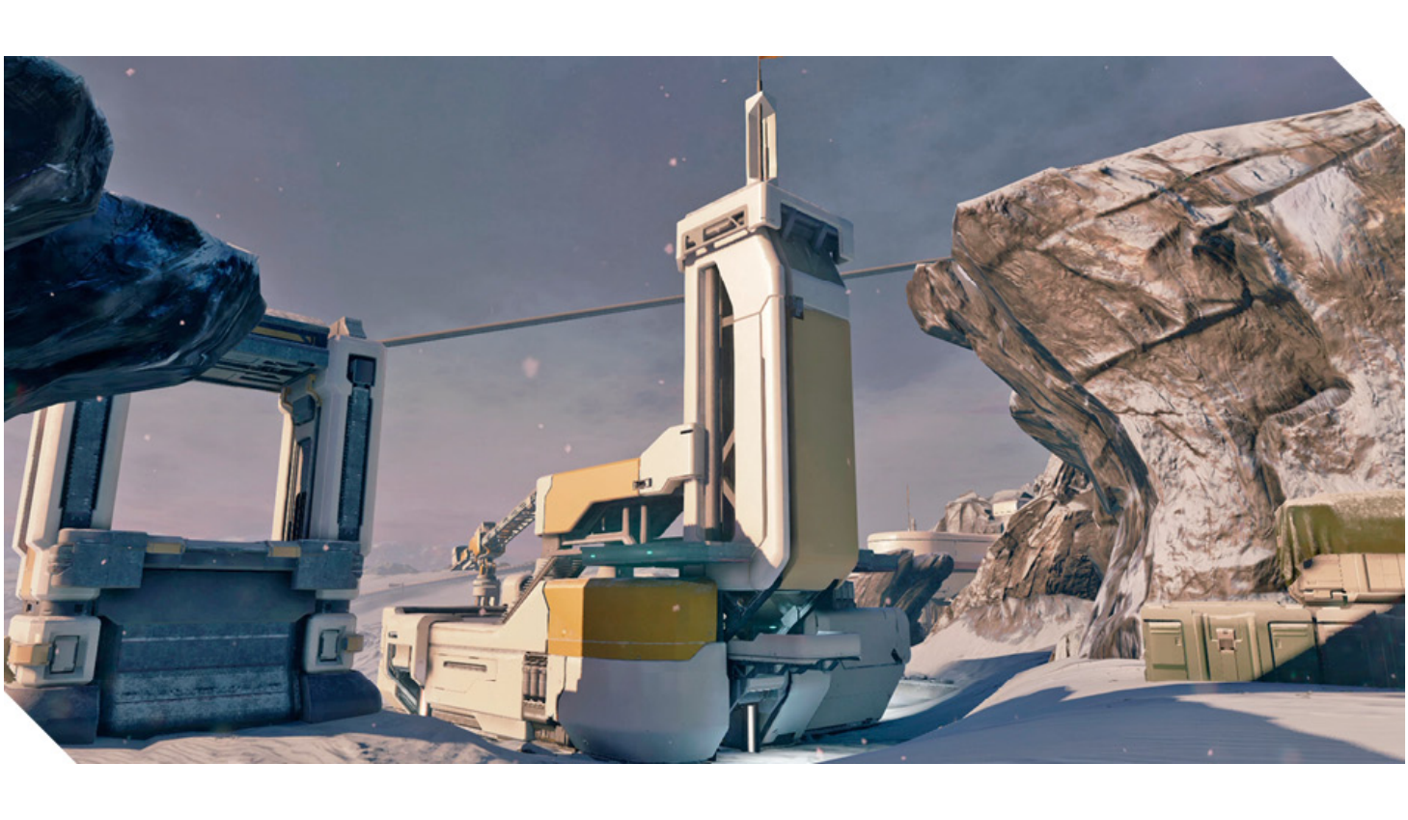
On this symmetrical map, both teams rush out of their Home Bases and clash in the center of the map, struggling to take control of the Fortress. After securing your team's Home Base, send two or three Spartans to the nearby Armory while the rest of the team pushes into the Fortress. The fight for the Fortress is key, because it houses the first Legendary Boss, Commander Lochagos. If you can secure the Fortress, your team has a good foothold on the center of the map. Strive to control the Fortress and the Armory closest to your team's Home Base throughout the match. However, if taking the Fortress is too difficult, try to control both Armories instead. Controlling two out of the three Bases allows your team to accrue more points than your opponents. But in addition to holding down two objectives, branch out and defeat the bosses. All of the Legendary Bosses spawn near the center of the map. So if your team holds the Fortress, you have easier access to these high-value targets.

BASES

WEST ARMORY

Initial Opposition: Soldiers, Crawlers

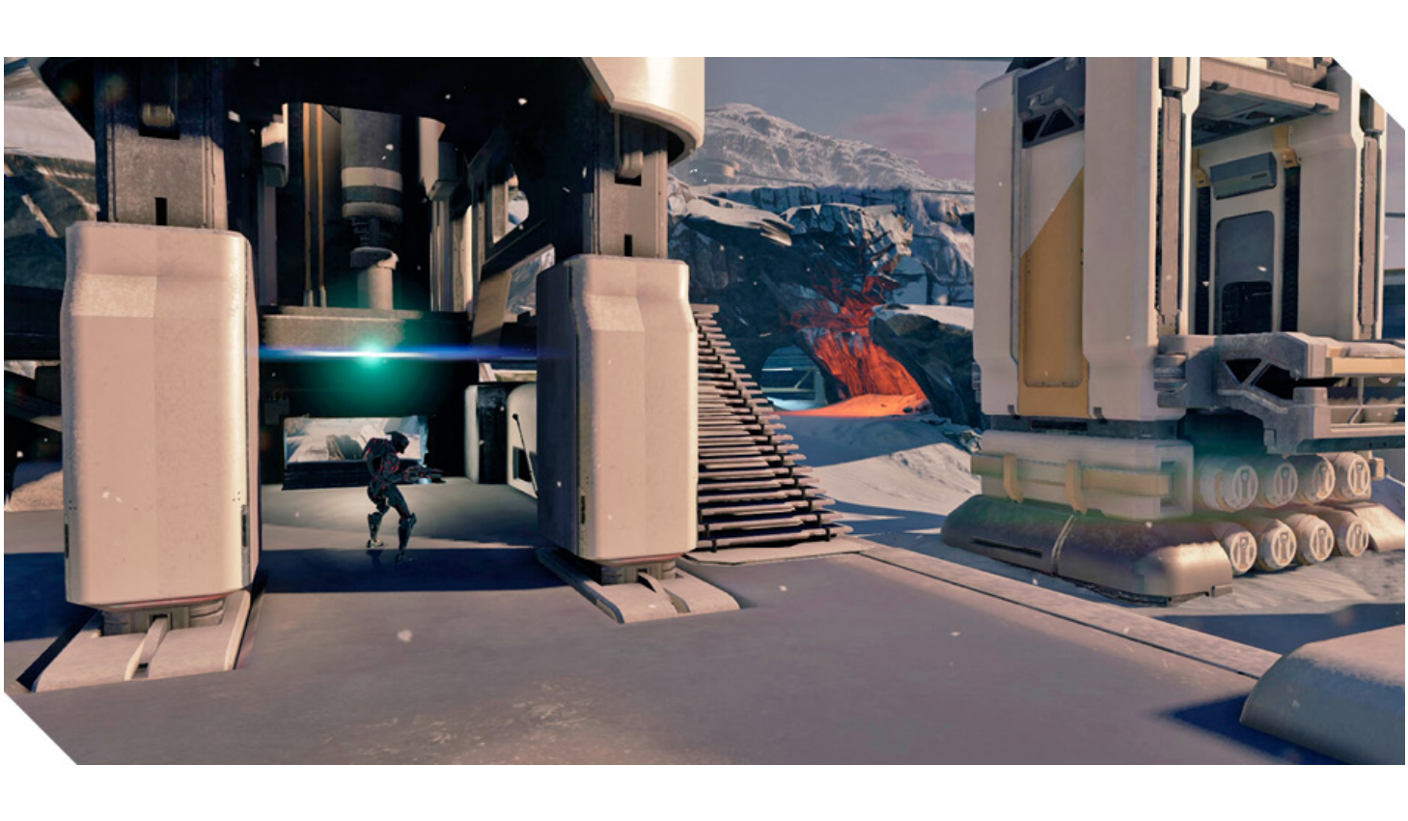
» Red Team stands the best chance of capturing the West Armory at the start of the match. It's only a few meters from Red Base, so capturing the West Armory is a quick detour while pushing toward the Fortress.



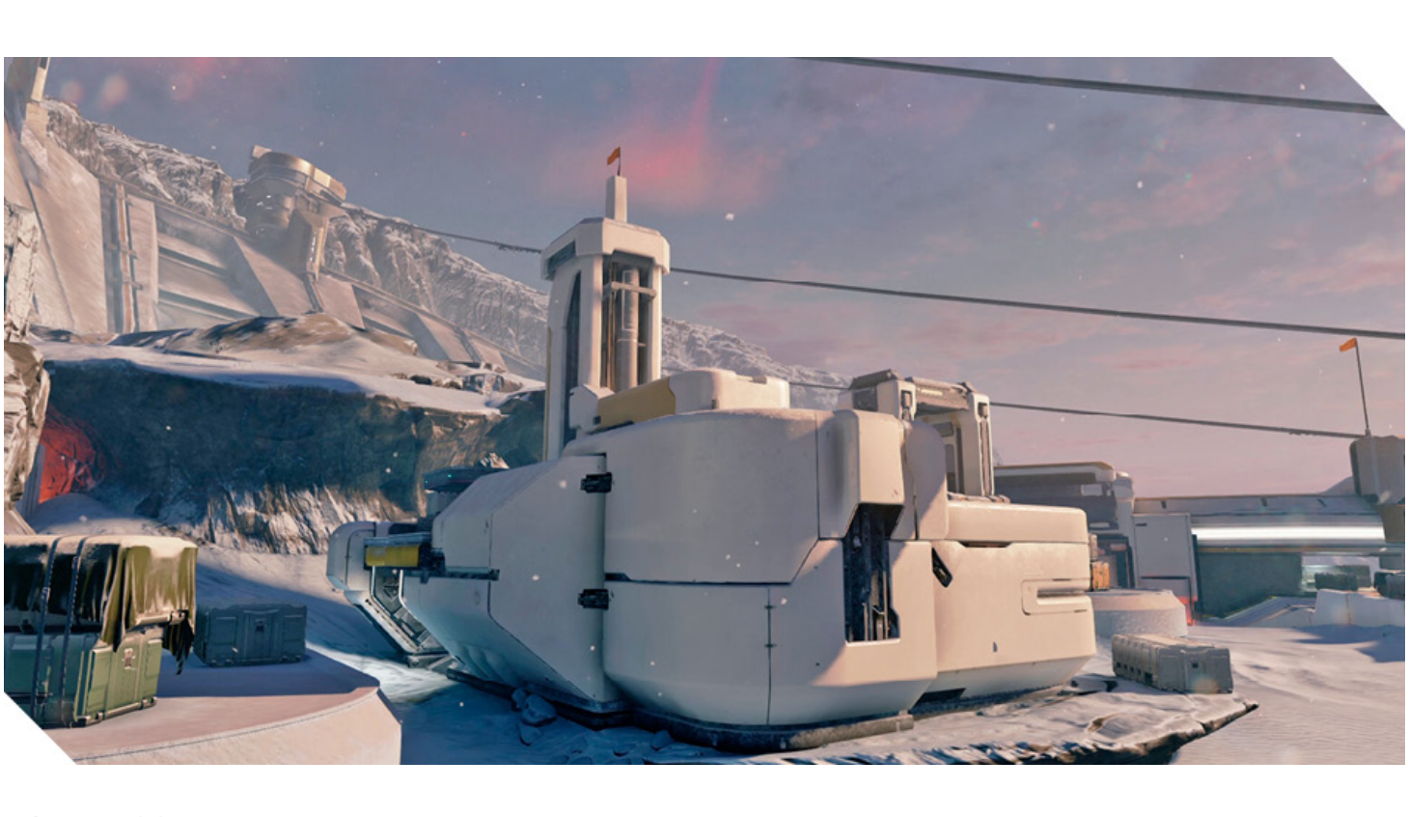
» When pushing out of the Red Base at the start of the match, don't expend too many resources on capturing the West Armory. It is only lightly defended by a few Soldiers and Crawlers—two or three Spartans should be enough to secure this objective. Send the rest of your team to the Fortress!

» The interior of the Armory offers some welcome cover when rushing across the snow-covered landscape. This is a good place to stop and let your shields recharge or to access the REQ Station—but don't linger here too long. Your lines of sight out of the ground-floor doorways are limited, leaving you vulnerable to incoming grenade attacks.

» For better lines of sight, move to the Roof. From here you have clear views of the Frozen Cave, perfect for engaging the Knight Luminary and his minions six minutes into the match. The objective can also be captured and contested from the lower level of the Roof—climbing to the upper levels puts you outside the capture radius. But once enemy aerial vehicles take to the skies, consider heading downstairs, as there's very little cover on the Roof.



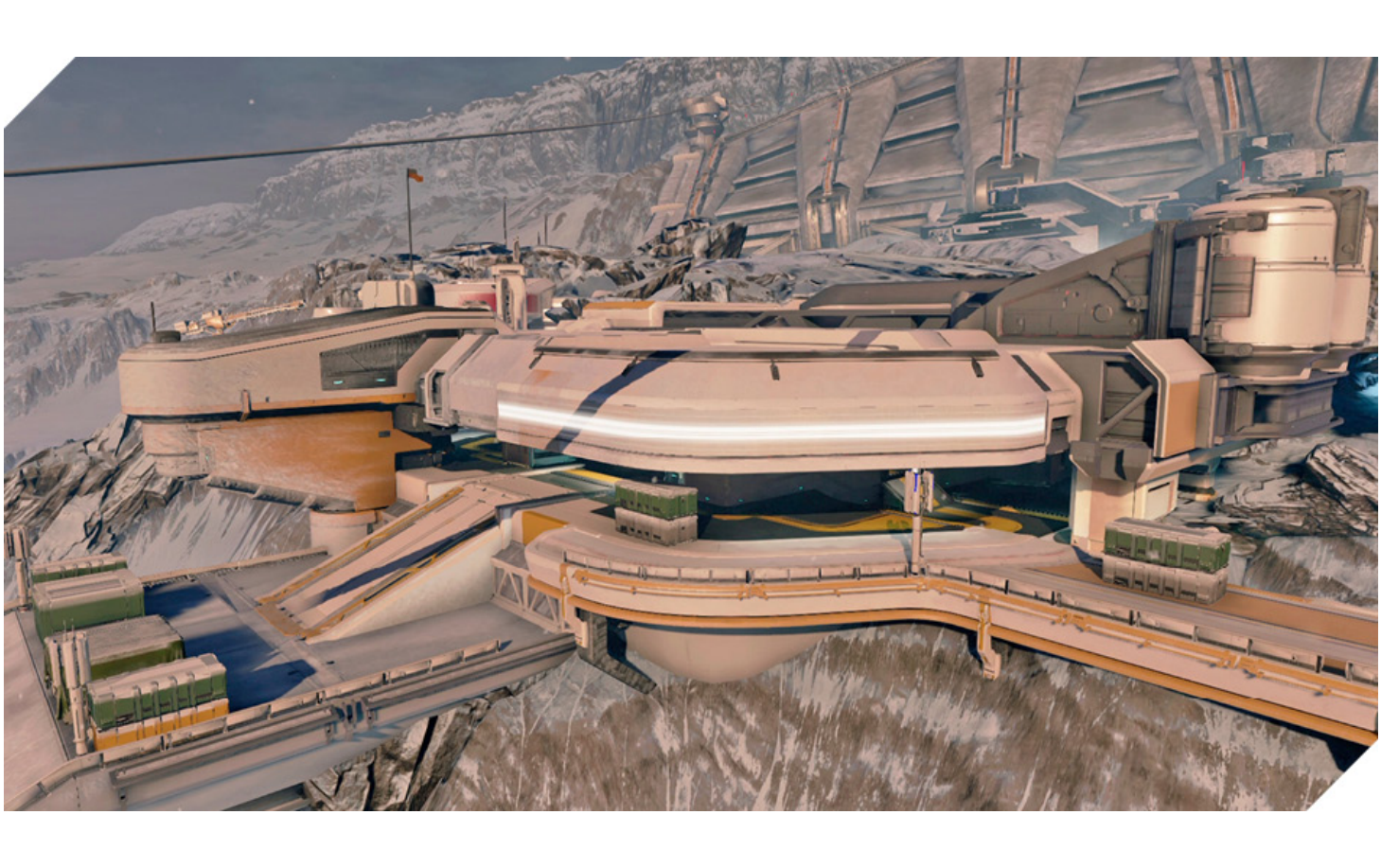
» The West Armory is easiest to access from the ground level. But the ground-level doorways aren't the only way to access this objective. By jumping and clambering on top of the West Supply Yard structure, you can stage a jump over to the West Armory Roof. Sprint, jump, thrust, and then clamber onto the Roof. This is a sneaky way to stage an assault on the objective. Toss grenades down through the hatch in the Roof to take out opponents below.



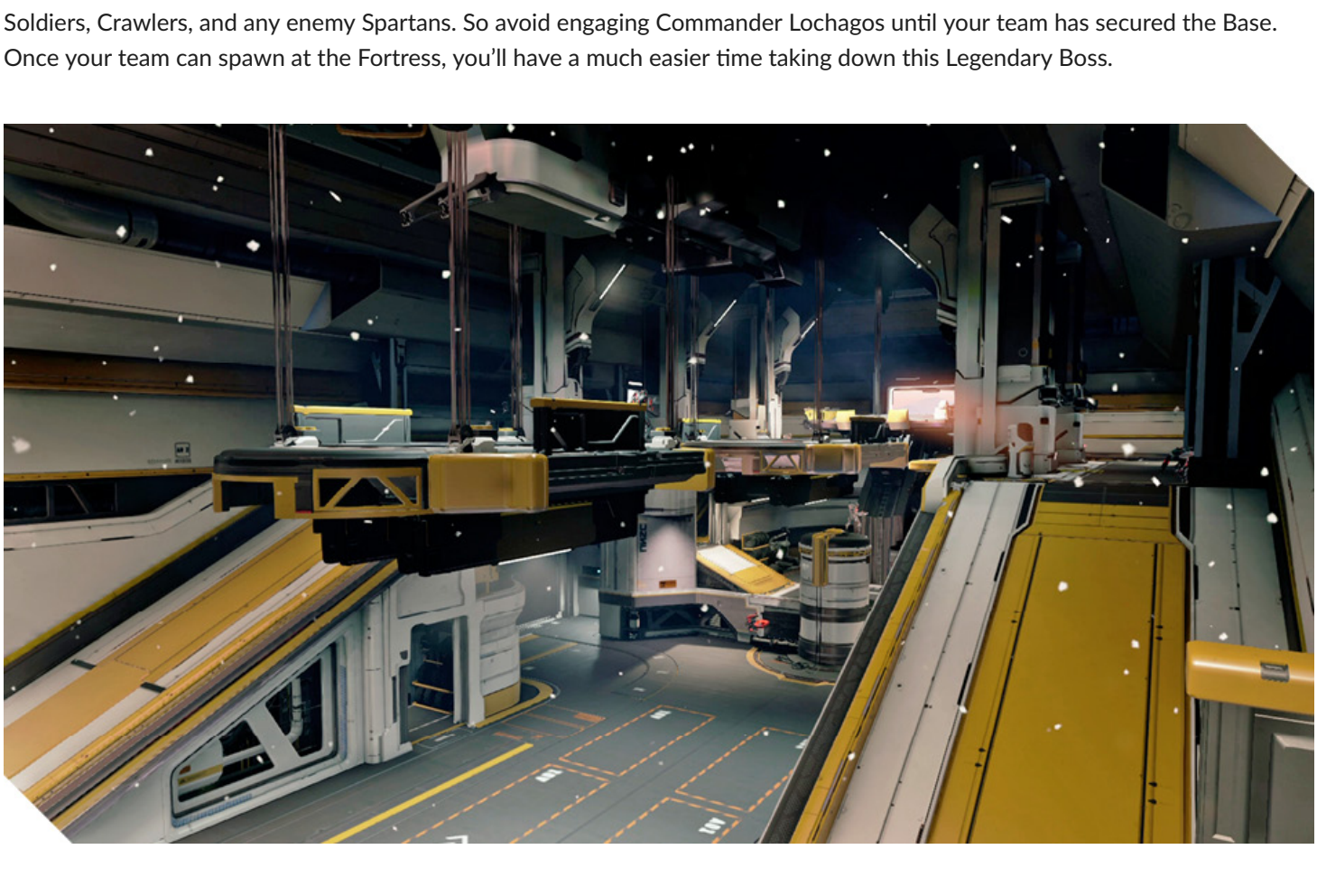
FORTRESS

Initial Opposition: Commander Lochagos, Soldiers, Crawlers

» Located in the center of the map, the Fortress is aptly named, as it is often the most fought-over Base. The cavernous interior of this facility consists of ramps, catwalks, and platforms—mid- to long-range weapons are most effective here. Teams who hold this objective not only acquire the most defensible objective on the map, they also gain access to a vehicle spawn point, located beneath the Basement.



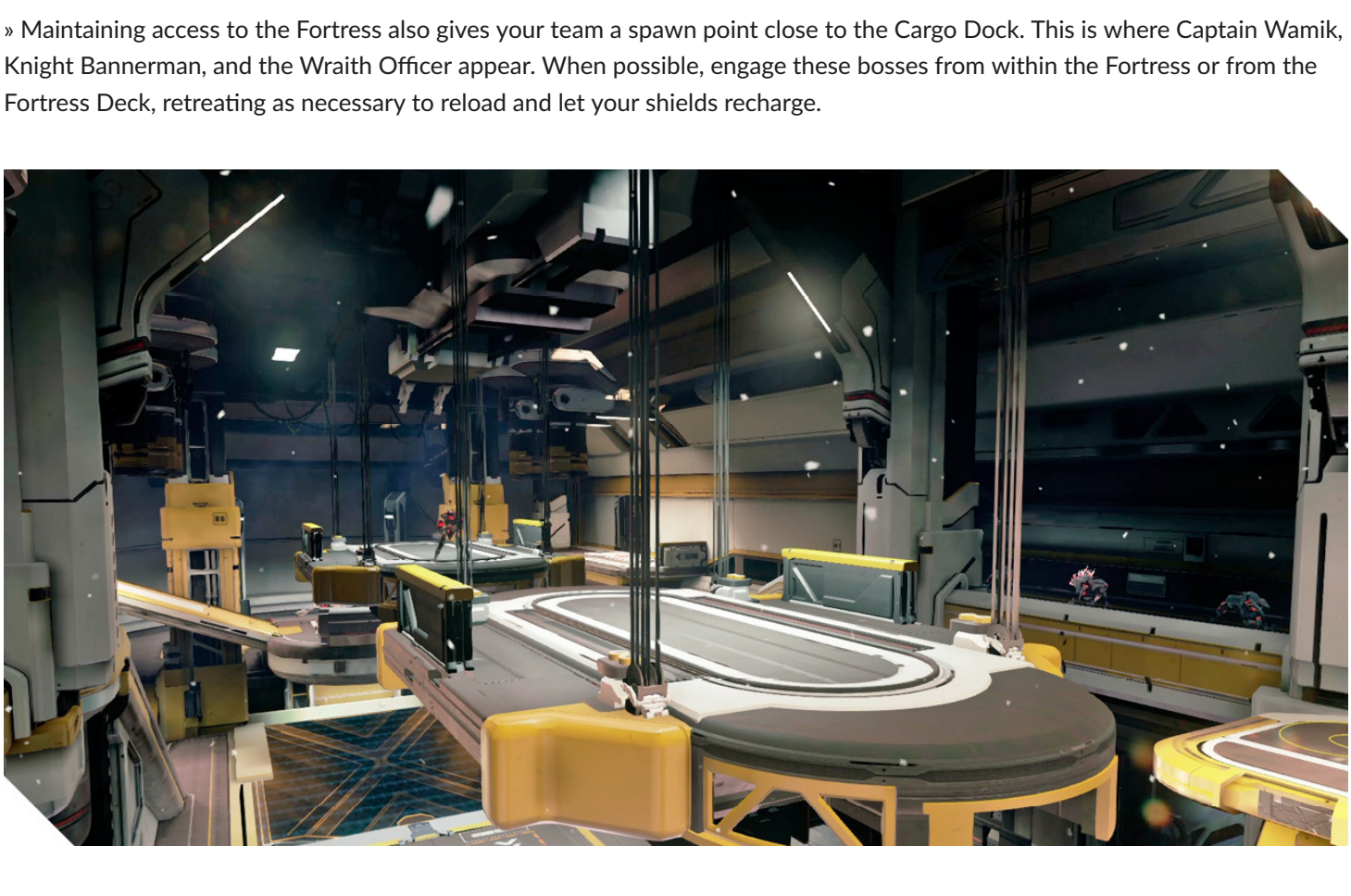
» Taking control of the Fortress is no easy task, so don't go in alone. In addition to being guarded by a large contingent of Crawlers and Soldiers, this is also where Commander Lochagos appears at the start of the match. However, it's important to note that Commander Lochagos does not have to be eliminated to capture the Fortress—you only need to eliminate the Soldiers, Crawlers, and any enemy Spartans. So avoid engaging Commander Lochagos until your team has secured the Base. Once your team can spawn at the Fortress, you'll have a much easier time taking down this Legendary Boss.



» The Fortress has many entrances, but not all of them are tactically sound. Always try to enter from the upper level, accessing the interior from the East Balcony, West Balcony, or Fortress Deck. These entrances put you on the objective's upper-level walkways, where you have a better chance to seek cover and return fire.

» Ground vehicles can access the Fortress Basement by driving through the West or East Tunnel—this is how ground vehicles spawning here exit. But its unwise to linger here too long, especially if your team doesn't hold the objective. There isn't much room to maneuver in the Basement, and opponents on the upper catwalks and platforms have an easy time raining down fire and grenades. Instead, use the West and East Tunnels as a thoroughfare, connecting the east and west sides of the map.

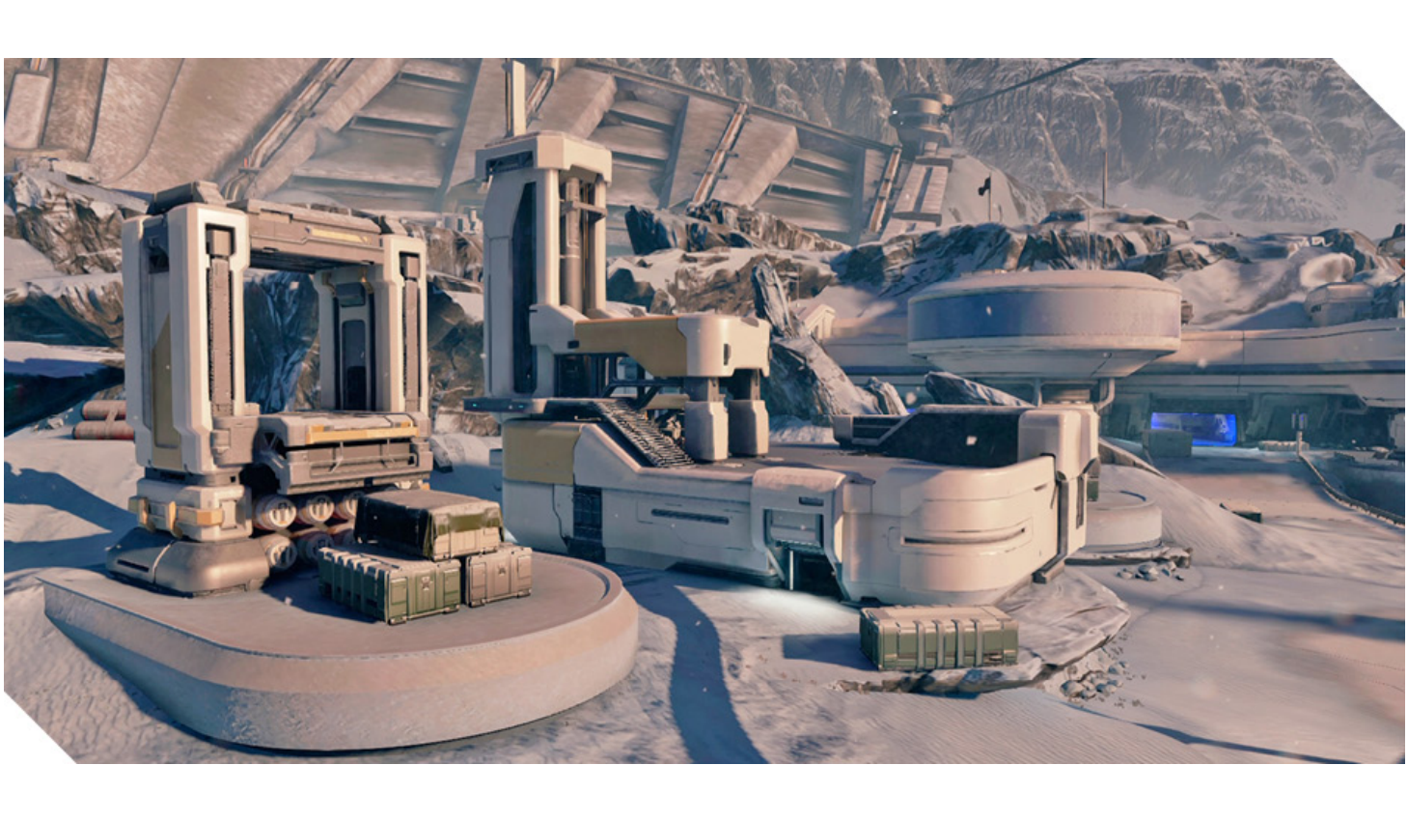
» Maintaining access to the Fortress also gives your team a spawn point close to the Cargo Dock. This is where Captain Wamik, Knight Bannerman, and the Wraith Officer appear. When possible, engage these bosses from within the Fortress or from the Fortress Deck, retreating as necessary to reload and let your shields recharge.



EAST ARMORY

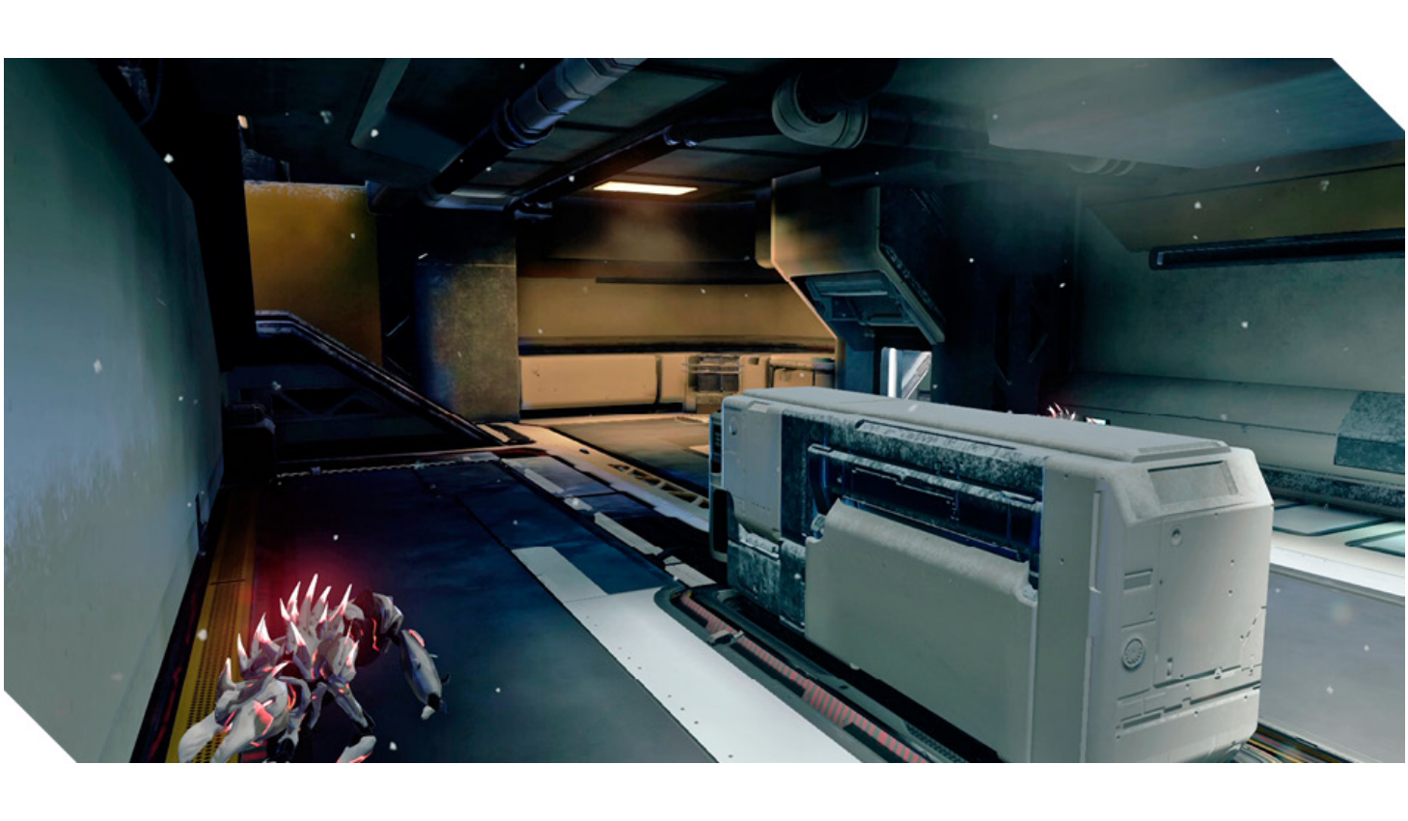
Initial Opposition: Soldiers, Crawlers

» Structurally, the East Armory is identical to the West Armory. But its location on the east side of the map puts it well within the Blue Team's sphere of influence. Once they've secured their base, Blue Team should focus on taking the East Armory—it can be captured from within as well as from the Roof.



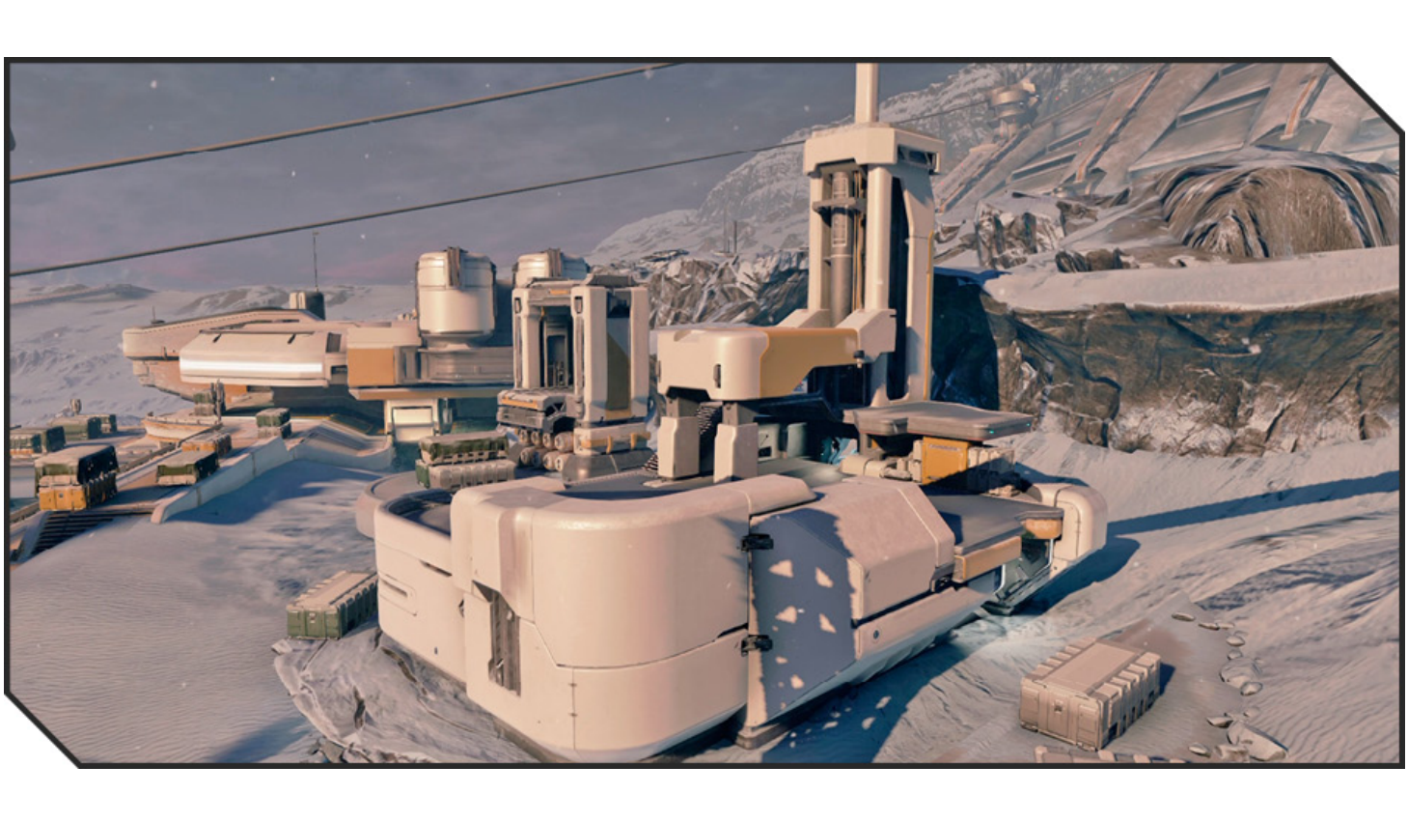
» Initially, the East Armory is occupied by a few Crawlers and Soldiers, mostly positioned on the ground floor. Attack with one or two teammates, tossing grenades through the ground-level doorways. Rush in with Assault Rifles and put down the surviving enemies to secure the objective.

» If you come under fire, the East Armory offers some decent cover—rush inside and recover before peeking out. There is also a REQ Station on the ground floor. But if you come under attack, you're better off defending this Base from the Roof.



» The East Armory Roof offers a sweeping view of the map's east side, ideal for engaging opponents and bosses alike. If you're on the Red Team, use this vantage point to pick off opponents rushing out of the Blue Base. Or turn north and engage the Knight Luminary and his minions in the nearby Ice Cavern—they appear six minutes into the match. While the Roof offers some tempting views of the surrounding locations, keep your eyes peeled for aerial vehicles and be ready to seek cover.

» If you want to reach the East Armory Roof without stepping inside, jump and clamber atop the nearby East Supply Yard structure. From this slightly higher tower-like building, you can jump, thrust, and clamber onto the East Armory Roof. This is a good way to capture or contest the Base when you know enemies are hunkered down on the ground floor— toss grenades down through the Roof's hatch to catch them off-guard.



BOSS TACTICS

Commander Lochagos

Location: Fortress at 0:00

Minions: None

Bounty: 150 VP

Commander Lochagos appears inside the Fortress at the start of the battle. Before attacking this Legendary Boss, contend with the numerous Crawlers and Soldiers swarming this location—eliminating these enemies allows your team to capture the Fortress, even if Commander Lochagos is still standing. Always attack this boss with a team. Spread out and use the elevated platforms and ramps to gain a height advantage—these features also offer good cover. Ground Pounding Commander Lochagos stuns him, exposing the weak spots on his sides and back for three seconds. Destroying these three weak spots exposes Commander Lochagos's face—take him down with one precise shot to the face. Opponents are likely gunning for Commander Lochagos too, so make sure the Fortress is clear of enemies. Whichever team takes down this boss begins the match with a commanding lead.

Elite General

Locations:

» Transport Bay at 2:00

» Shipping Bay at 2:00

Minions: Grunts

Bounty: 25 VP

The Elite Generals are usually in place by the time each team emerges from its respective base. Both teams have no problem taking out these bosses during the early moments of the match. Pushing out of their base, Red Team has the best chance of reaching the Elite General at the Transport Bay while the Blue Team takes on the Elite General at the Shipping Bay. Instead of dropping down onto either bay, keep your distance and fight the Elite General from the railing above—you can find adequate cover to block incoming shots from the General's powerful Fuel Rod Cannon. The three Grunts accompanying the Elite General drop Needlers—these come in handy for engaging the boss from midrange. If the Elite General hides from view in the bay's concealed alcove, you'll need to chase him, using the crates for cover. But make sure all the Grunts are eliminated before taking the fight to close range. For best results, have a teammate distract the Elite General while you sneak up behind him and perform an assassination. And don't forget to take the General's Fuel Rod Cannon with you.

Covert Major

Location: Outpost at 4:00

Minions: Elite Officers

Bounty: 25 VP

The Covert Major and his minions appear at the Outpost early during the battle. Try to complete this fight before the Knight Luminaries appear at the Frozen Cavern and Ice Cavern. Otherwise you may find yourself caught between two bosses. Keep your distance and engage the two Elite Officers first—these enemies are equipped with Active Camo, making them tough to see. They're also equipped with Energy Swords, making them extremely dangerous at close range. Once the Elite Officers are down, work with teammates to chip away at the Covert Major's shields and health. The Covert Major can perform deadly melee attacks, so keep your distance. However, if he's distracted, rush in from behind and take him down with an assassination or score some hits with an Energy Sword dropped by one of the Elite Officers.

Knight Luminary

Locations:

» Frozen Cave at 6:00

» Ice Cavern at 6:00

Minions: Soldiers

Bounty: 25 VP

These bosses appear at the entrances to the Frozen Cave and Ice Cavern six minutes into the match, visible from the East and West Armories. Take to the Roof of the East or West Armory and start off by engaging the boss's two Soldier minions from long range—the Roof offers plenty of cover, so don't forget to use it. Once the Soldiers are down, target the Knight Luminary's orange, glowing weak points on its side. But be sure to keep your distance—the Knight Luminary is most dangerous at short-medium range. After you destroy the Knight Luminary's weak spots, his face is exposed. All it takes is one precise shot to his exposed face to drop him. If you're feeling confident, and have teammates serving as a distraction, rush up behind the Knight Luminary and perform an assassination.

Captain Wamik

Location: Cargo Dock at 8:00

Minions: None

Bounty: 150 VP

Captain Wamik is the second Legendary Boss to arrive, appearing in a Banshee above the Cargo Dock. Engage Captain Wamik from within the Fortress or take cover on the Cargo Dock. Always stay behind cover to avoid getting blasted by the Captain's explosive Fuel Rod shots. The crates on the Cargo Dock offer excellent protection. Work with your teammates to drop the Banshee's shields, peeking out to fire as the Banshee is flying away or distracted by another target. Never shoot the Captain's Banshee when it's flying toward you—you won't win that duel. By working together with teammates you can eventually drop the Banshee's shields. Next, focus on whittling away the Captain's health. The Warthog's chaingun turret is ideal for dealing heavy damage. But make sure the Warthog stays on the move during the attack—a stationary Warthog is a dead Warthog. The fight against Captain Wamik requires intense focus, but don't forget to scan your surroundings. Opponents may use this distraction to assassinate you and steal your bounty.

Soldier Commando

Locations:

» Transport Bay at 10:00

» Shipping Bay at 10:00

Minions: Soldiers

Bounty: 25 VP

If the Elite Generals have been defeated at the Transport Bay and Shipping Bay, Soldier Commandos are the next bosses to arrive at these locations. Just as when fighting the Elite General, stay on the high ground, firing down on the bay from the railing overhead. Peek in and out of cover while engaging the two Soldiers, then focus your fire on the Soldier Commando. He's armed with a powerful Splinter Turret, but as long as you stay behind cover, this weapon isn't a serious threat. Hammer away at the Soldier Commando with a rapid-firing weapon like the Assault Rifle or SMG. Once the boss's armor has been stripped away, finish him off with a precision shot to the head. If the Soldier Commando hides in the bay's alcove, pursue him. But always stay behind cover, using the crates to absorb incoming Splinter Turret bursts. Although risky, it's possible to take out this boss with an assassination. Attempt this only if the Soldier Commando is distracted by a fellow Spartan.

Knight Bannerman

Location: Cargo Dock at 12:00

Minions: Soldiers, Watcher

Bounty: 25 VP

If Captain Wamik has been eliminated, Knight Bannerman is the next boss to appear at the Cargo Dock. Initially, keep your distance and focus your attention on the two Soldiers and the Watcher, attacking from the Fortress Deck. Once the minions are down, go after the boss. Knight Bannerman is armed with a Scattershot, making him extremely deadly at close range. Always keep a solid piece of cover between yourself and the boss. Avoid jumping on top of the crates or attempting a Ground Pound—Knight Bannerman will take you down with one shot. Instead, stay behind cover and target the Knight's weak points. Once his weak points have been damaged, Knight Bannerman can be killed with an assassination or quick shot to his exposed face.

Serpent Hunters

Locations:

» Transport Bay at 14:00

» Shipping Bay at 14:00

Minions: None

Bounty: 25 VP

The Serpent Hunters are the third and final round of bosses to appear at the Transport Bay and Shipping Bay. They appear only once the preceding Elite Generals and Soldier Commandos have been defeated at these locations. Two Serpent Hunters arrive at each location, armed with Fuel Rod Cannons. If you have the support of teammates, try to lure the Serpent Hunters into the dead-end alcove while using the crates for cover. While your teammates draw their attention, circle behind and shoot the weak spots on the Serpent Hunters' backs to deal critical damage—power weapons like the Rocket Launcher and Sniper Rifle inflict massive damage. Once one of the Serpent Hunters is down, the survivor is easier to flank. Use a Spartan Charge to stun him for three seconds, then flank him, shooting the weak spot on his back. The Serpent Hunters are tough bosses, so attempt taking them down only if you have the support of at least a couple of teammates.

Wraith Officer

Location: Cargo Dock at 16:00

Minions: Elites, Jackals

Bounty: 25 VP

The Wraith Officer appears at the Cargo Dock after Captain Wamik and Knight Bannerman have been defeated. He arrives with a group of three Elites and two Jackals. Taking down the Wraith Officer requires teamwork and some vehicles of your own. Start off by engaging the Elites and Jackals on foot from a distance—peek out of the Fortress to trade shots. Once you have eliminated the minions, try to keep the Wraith Officer's attention while teammates attack from the air using a Banshee or Phaeton. Aerial vehicles give your team the necessary height advantage to avoid getting hit by the Wraith Officer's mortar attacks. The Banshee's Fuel Rod Cannon and Phaeton's rockets make quick work of the Wraith. The Wraith cannot be hijacked, so if you're on foot, it's best to keep your distance and engage from behind cover while friendly aerial vehicles swoop in for the kill.

Warden Eternal

Location: Outpost at 18:00

Minions: Soldiers, Watchers

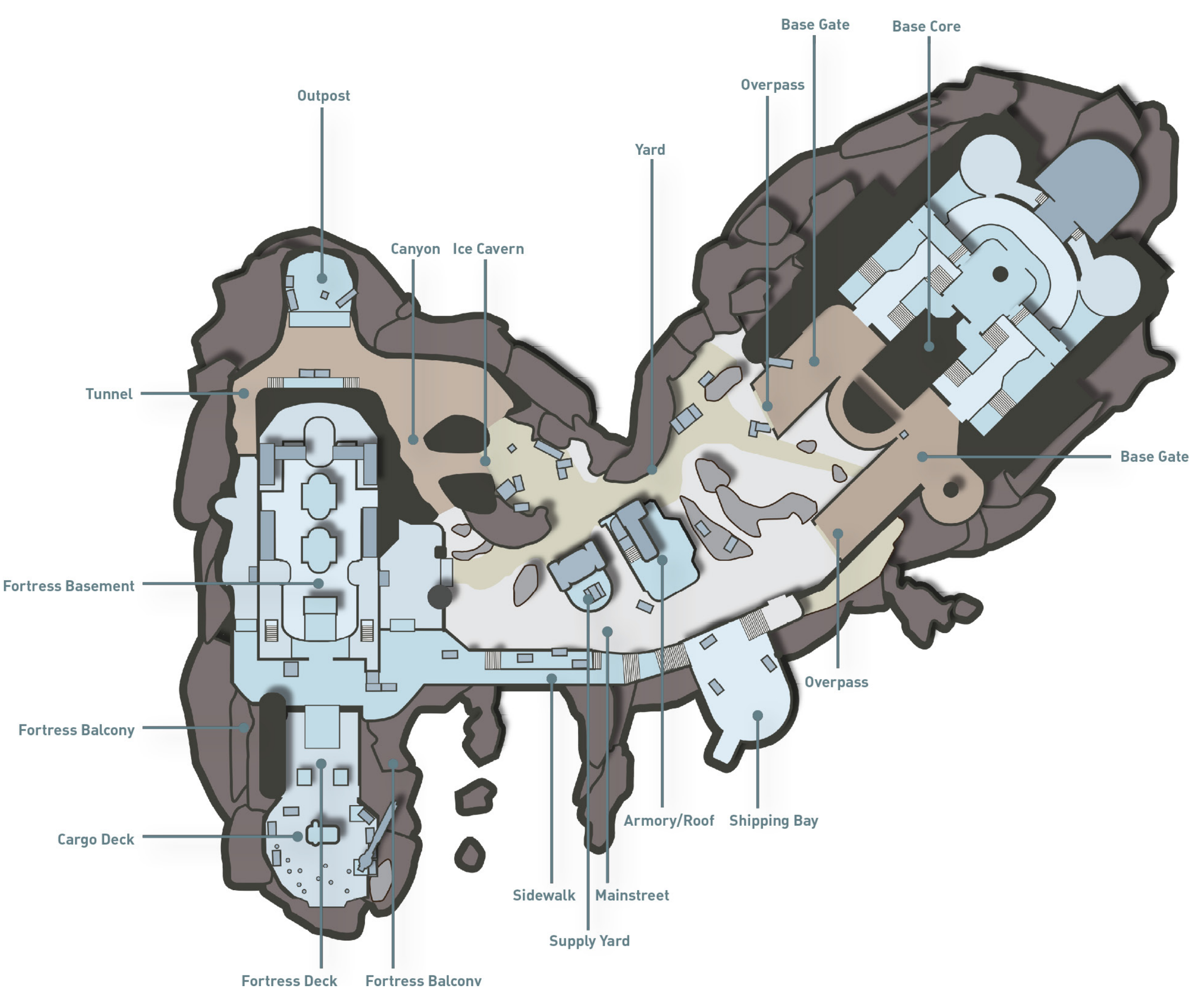
Bounty: 150 VP

The Warden Eternal arrives late in the match

at the Outpost—the Covert Major must be eliminated before the Warden arrives. Thanks to his large bounty and late arrival, whichever team manages to take out the Warden stands a good of winning the battle. But taking down this Legendary Boss requires a team effort—hit him with everything you have, deploying vehicles and power weapons to inflict heavy damage. Approach from the Frozen Cannon or Ice Cavern and engage the Warden's minions from a distance. Take down the two Watchers first, as they have the ability to heal the four Soldiers. Once the minions are eliminated, take the fight to the Warden. To avoid getting killed by the Warden's devastating orb attack, take cover behind the various crates in the Outpost. When you're not dodging attacks, take aim at the Warden's weak spots on his back and face—these are only exposed once he's taken significant damage. Hit these weak spots with heavy weapons like the Rocket Launcher or Sniper Rifle to inflict massive damage. Once the Warden has been weakened, he can be killed with a risky but courageous assassination attempt from behind—attempt this only if teammates have distracted the Warden, leaving his back exposed. The Outpost is a relatively cramped space, so watch out for attacks by the opposing team. The three-way combat here can get very chaotic as both teams vie for the final kill shot on the Warden.

Warzone

Summit

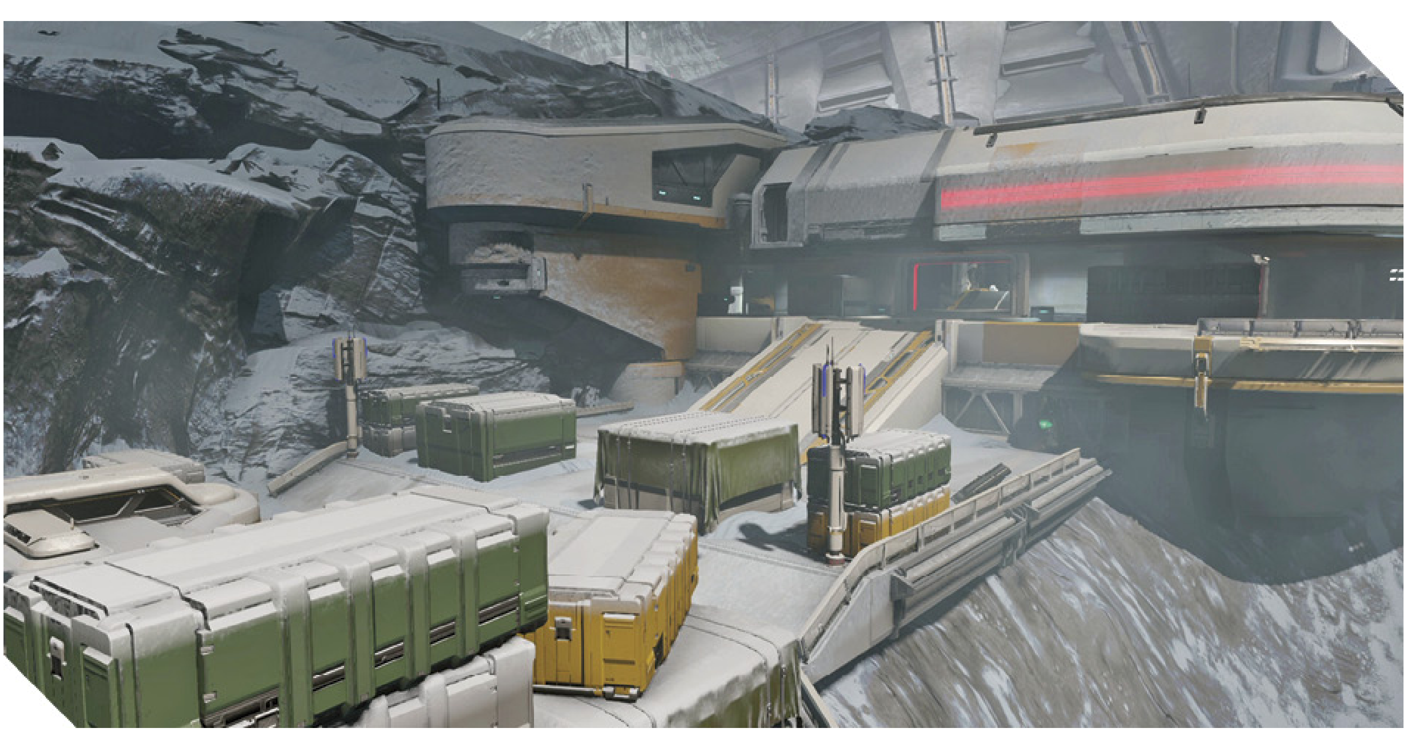


Description: The half-real spaces at the heart of Kamchatka slowly turn over the long march of eons, bent towards great works devised by long-dead dreamers.

Game Mode: Warzone Assault

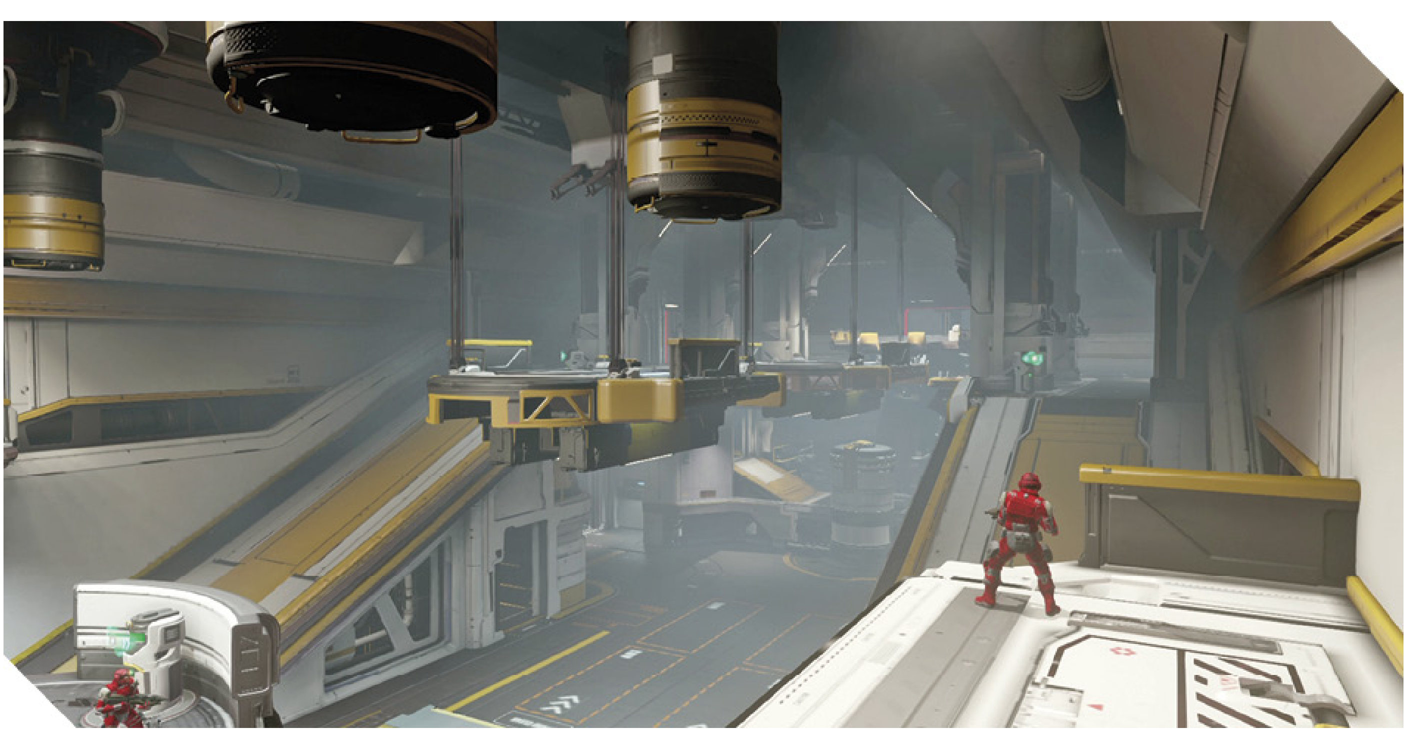
OBJECTIVES

OBJECTIVE 1: FORTRESS



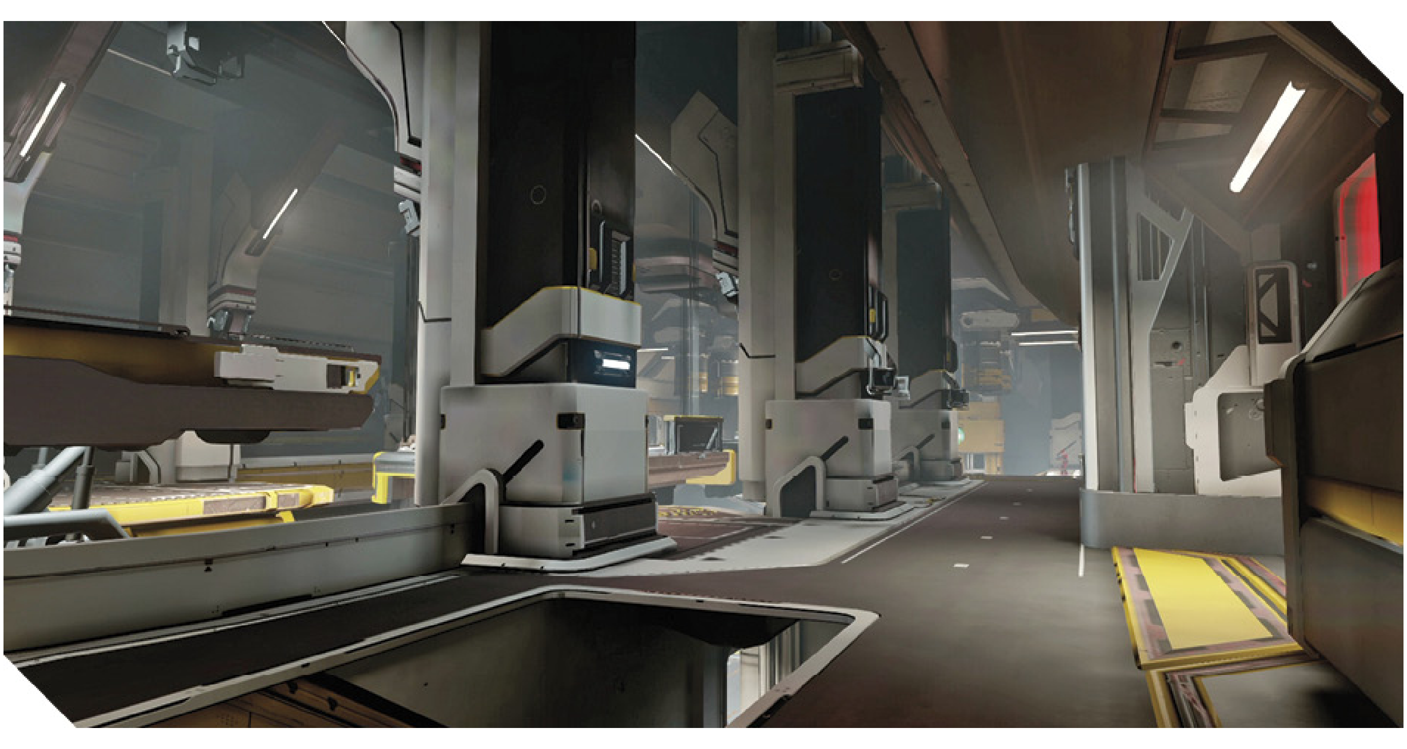
Attack

Starting on the Cargo Dock, the attacking team spawns within a few meters of the Fortress, giving them the chance to open the battle with a quick assault. The most direct route into the Fortress is through the entrance on the Fortress Deck. But the frontal approach is often met with heavy resistance, particularly once the defending team has established a solid foothold inside. Instead, hook right, using the accelerator pad to launch yourself to the Sidewalk—from there you can enter from the eastern Fortress Balcony. Or go left and enter through the western Fortress Balcony. These flanking routes give your team a much better chance of infiltrating the Fortress. Once inside, occupy the high ground and watch for defenders rushing in from the east side. Form a line at the Fortress Garage and eastern Fortress Balcony in an effort to keep the defending team outside.



Defend

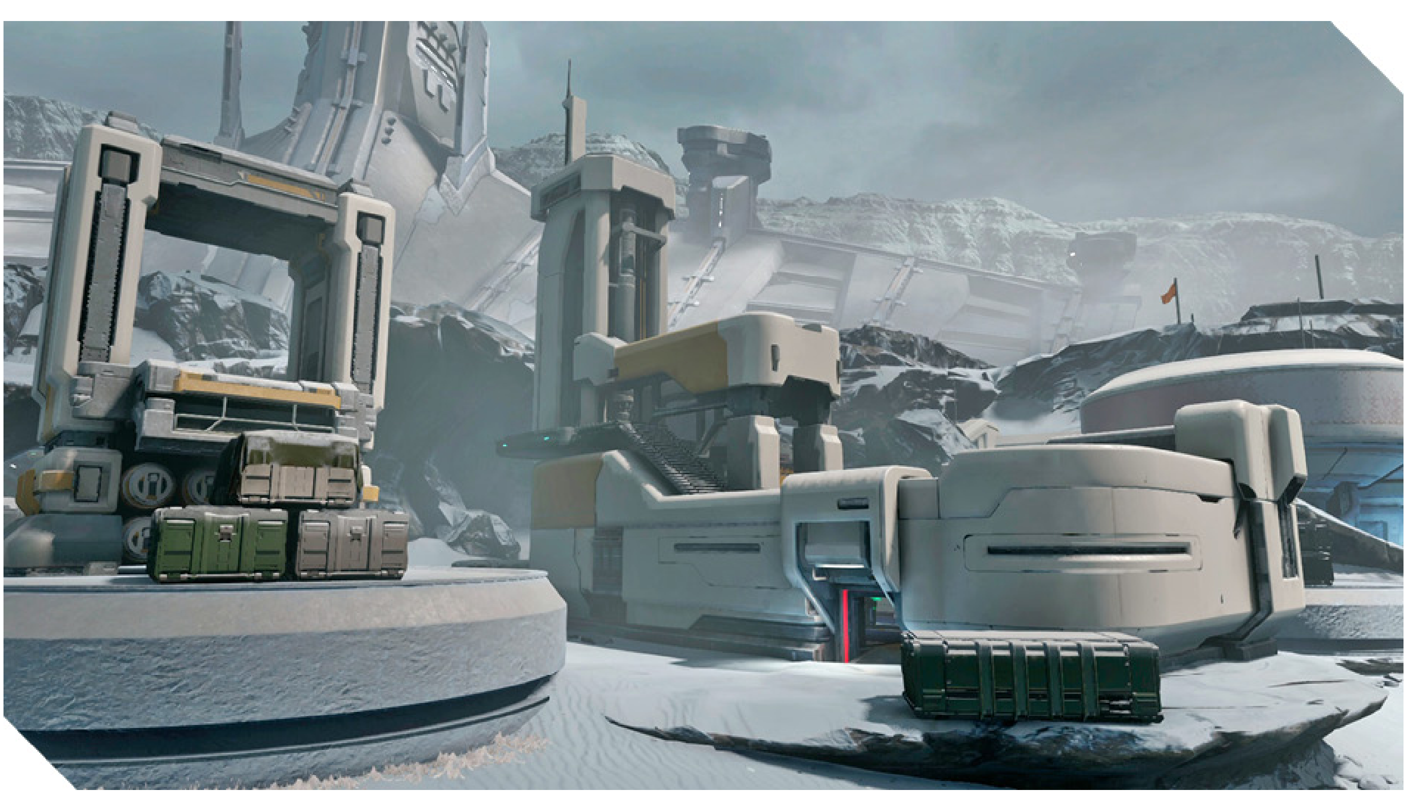
Expect to encounter attackers within seconds of the battle's start, pushing inside the Fortress from Fortress Deck's entrance. Establish positions on the central platforms in the center of the Fortress and engage the attackers from mid- to long range—Battle Rifles and DMRs work well here. There are no entrances on the north side of the Fortress, so keep your focus on the three entrances on the south side. Keep an eye open for opponents moving along the Basement floor—these enemies are vulnerable to grenades and Ground Pound attacks. Pressure from the Cargo Deck is relentless, so attempt to counter it—loop around the Fortress, through the Outpost and Tunnel, to flank the attackers on the Fortress Balcony. Applying pressure from this side helps stem the flow of attackers rushing into the Fortress. If possible, try to pin your opponents down on the Cargo Deck.



OBJECTIVE 2: ARMORY

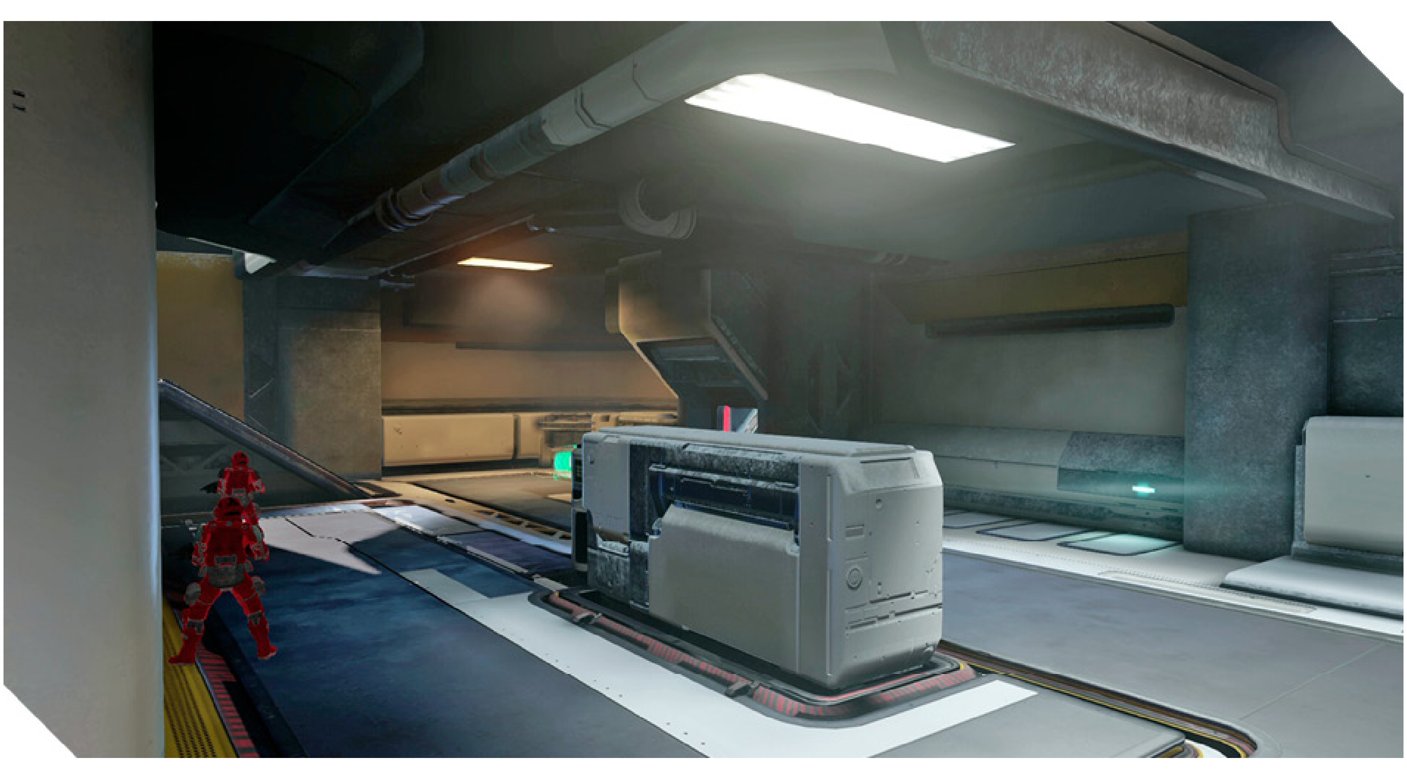
Attack

Once the Fortress has been captured, waste no time advancing toward the Armory. Crossing the open terrain between the Fortress and Armory can be dangerous, especially if the defenders have deployed vehicles. To avoid detection, consider advancing along the Sidewalk, toward the Shipping Bay. Use the Shipping Bay as a staging area for attacks on the Armory. From this flanking positon you can also engage opponents attempting to reinforce the Armory from the base. As usual, entering the Armory from the ground floor is dangerous, so use the surrounding objects to access the Roof. Jump and clamber atop the Supply Yard structure, then jump, thrust, and clamber onto the Roof. Or approach from the north side, using the large crate to jump and clamber onto the Roof's balcony. From the Roof you can lob grenades down the ramp into the Armory's interior. The Roof also provides a good view to the east, ideal for picking off the enemy reinforcements.



Defend

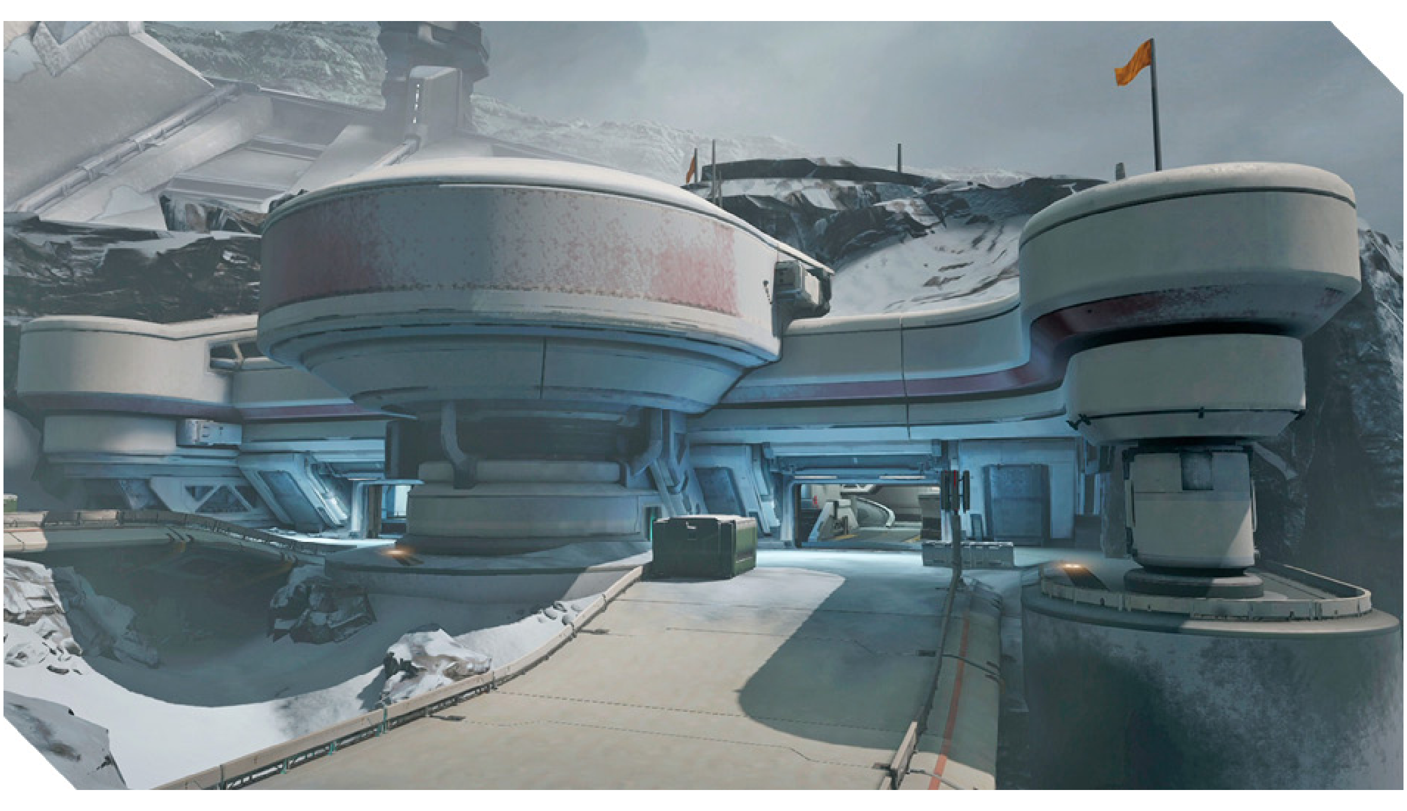
If the Fortress can't be held, prepare to fall back and consolidate your forces around the Armory. Instead of hunkering down inside the Armory, establish a line of defense on the east side of the Fortress. The attackers are most vulnerable as they exit the Fortress—use the Fortress Garage and eastern Fortress Balcony exits as chokepoints. Patrol the area between the Fortress and Armory with Warthogs, Ghosts, and any other available vehicles while sharpshooters take up positions on the Supply Yard structure. The longer you can keep the attackers pinned down in the Fortress, the greater chance you have of holding out for a win. Defending the Armory itself should be a last resort. This is a very compact objective that can be overrun very quickly. Keep at least a couple of Spartans on the Armory Roof to contest any sneaky capture attempts.



OBJECTIVE 3: BASE/CORE

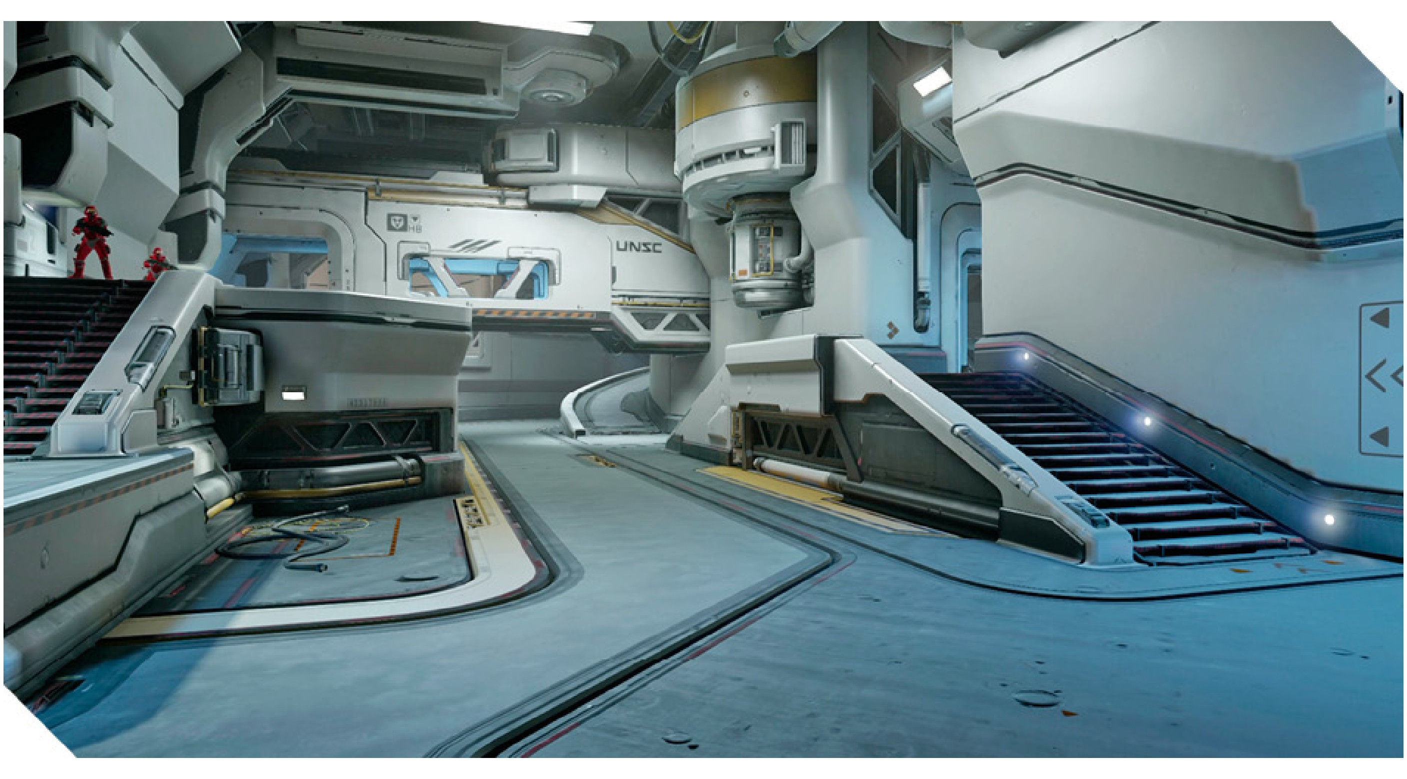
Attack

Capturing the Armory opens access to the base and Enemy Core. If you've been saving vehicle REQ cards, now's the time to use them. Attacking the Home Base without vehicle support is extremely tough, so push forward with the aid of Ghosts, Warthogs, Scorpions, Wraiths, or Mantises. The defenders are likely to have both Base Gates heavily defended. In such instances, vehicle support is vital for crashing through these perimeter defenses. But vehicles alone can't win the battle—they can't gain access to the Enemy Core. So lead the way with vehicles while Spartans follow behind and attack the Core. Rapid-fire and explosive weapons work well when damaging the Core. Always be ready to fend off enemy Marines and Spartans entering the Core's chamber—incoming grenades are a constant threat here. Two or three Spartans are usually adequate for taking down the Core. The rest of the team should focus on keeping defenders out of the Core chamber.



Defend

If the Armory falls, holding back the attackers at the Home Base is the defending team's last chance for a victory. Fortunately, the Home Base is a strong, fortified positon. But you'll need vehicle support to keep the attackers from infiltrating. Park whatever ground vehicles you have at each of the Base Gates. If you have access to aerial vehicles, get Banshees or Phaetons into the air as soon as possible—use them to strafe the attacking team as they cross the open terrain between the Armory and base. While defending the Core is key, don't fall back to this location until the attackers have breached the Base Gates. Instead, keep the bulk of your forces near the Base Gates while a few skirmishers push forward to harass attackers in the Yard. The longer you can keep the attackers pinned down in the Yard and Armory, the greater your chances of holding out for an upset.



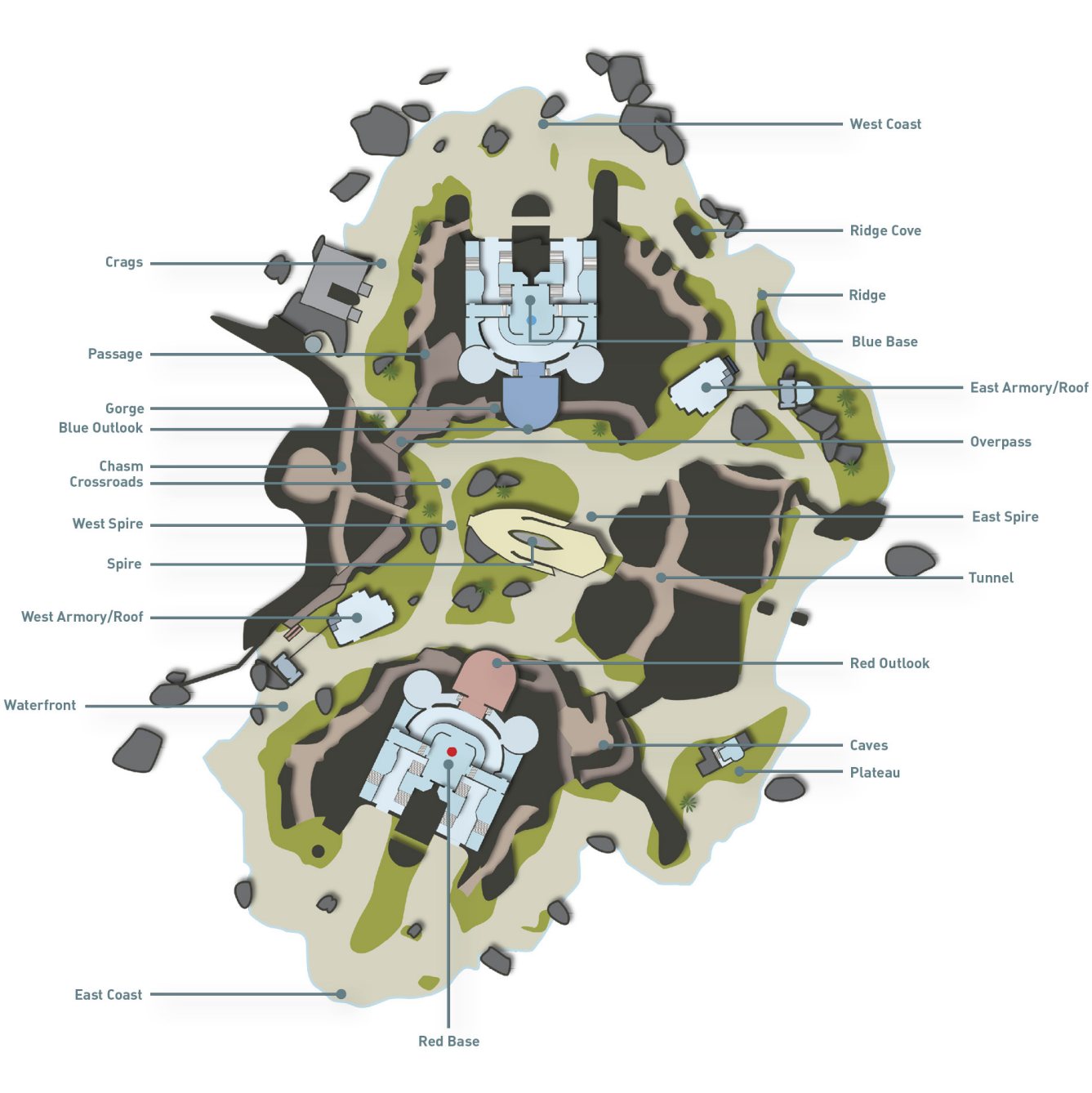
PRIMA GAMES

HALO 5 GUARDIANS

WARZONE

Warzone

Raid on Apex 7



Description: This unbroken ring is a symbol of the discovery that shook the galaxy and changed the course of both human and Covenant destiny.

Game Mode: Warzone

BOSS LINEUP

BOSS	LOCATION	BOUNTY	TIME ACTIVE
Hunter Elders	Spire	25 VP	0:00
Zealot Assassin	Passage	25 VP	2:00
Zealot Assassin	Caves	25 VP	2:00
Elite Ultra	Plateau	25 VP	4:00
Elite Ultra	Crags	25 VP	4:00
Ghost Marauder	Ridge	25 VP	6:00
Ghost Marauder	Waterfront	25 VP	6:00
Tankmaster Rok	Beach	150 VP	8:00
Banshee Raider	Ridge	25 VP	10:00
Banshee Raider	Waterfront	25 VP	10:00
Captain Hestro	Beach	150 VP	12:00
Soldier Guard	Tunnel	25 VP	14:00
Soldier Guard	Chasm	25 VP	14:00
Knight Champion	Crossroads	25 VP	16:00
Warden Eternal	Crossroads	150 VP	18:00

TEAM STRATEGY

This battle takes place on a large island dominated by a towering Forerunner Spire. The Red and Blue Teams begin on opposite ends of the island with the three Bases located in the center. Even before they secure their Home Bases (occupied by Jackals and Elites), Spartans can use the Mongooses found on the East and West Coasts to rush the Bases. The Spire is the central and most tactically advantageous location, particularly during the closing moments of the battle. But don't neglect the significance of holding the two Armory Bases—if you can't hold down the Spire, try to maintain control of the Armories in an attempt to outscore your opponents. When you're not fighting over the Bases in the center of the island, branch out and take out the various bosses to boost your team's score. There are a number of vehicle-based bosses, so be ready to respond with some vehicles of your own. If your team can secure all three Bases, make a push toward the opposing team's Home Base and attack their Core. But the outward orientations of the Home Bases and their rear Overlook exits make it difficult to trap opponents inside. The best strategy is to lock down at least two Bases while hunting down as many bosses as possible.

BASES

WEST ARMORY

Initial Opposition: Elites

» While both teams have a good chance of capturing the West Armory, the Red Team has a slight edge. Using the Mongooses that spawn on the East Coast, the Red Team can make an early-round push to the West Armory via the Waterfront. This can be accomplished at the outset, while the rest of the team secures Red Base.

» At the start of the battle the West Armory is defended by a small squad of Elites. These enemies are mostly gathered on the ground floor, but they will come charging up the ramp if you gain access to the Roof. Try to lure these enemies onto the Roof, then back off and engage them from long range, where their weapons and grenades are less effective. When you're working together with a few teammates, the Elites aren't much of a threat, but don't charge into this battle alone.

» The center of the map is chaotic. The West Armory's interior provides some welcome cover, particularly from vehicles. Duck inside when you come under fire and need a safe spot to let your shields recharge. The REQ Station allows you to swap out weapons. But this confined setting is best utilized as a temporary refuge. Defending the Base from within the interior leaves you vulnerable to grenades flying in through the doorways or Roof.

» The West Armory's Roof provides good lines of sight on the Spire, Waterfront, and Crossroads—all high-traffic areas. Take to the Roof when the Ghost Marauder or Banshee Raider appears at the Waterfront. The height advantage and cover offered by the Roof makes it the ideal location for taking down these bosses. An accelerator pad on the Roof is ideal for launching yourself toward the Spire.

» Entering the West Armory is easy from the ground level—just rush through one of the doors to begin contesting or capturing the Base. But the Base can also be captured from the Roof. The easiest way to reach the Roof is by jumping and clambering onto the rock behind the Armory. From there you can jump and thrust over to the Roof. The Roof can also be accessed from the cliff-side ledge leading out of the Chasm— the Chasm route is a popular approach for the Blue Team.

SPIRE

Initial Opposition: Hunter Elders, Elites, Grunts

» The massive Spire, jutting out of the center of the island, is the focal point of this battle. It's equidistant between the East and West Coast, so both teams have a fair chance of reaching the Spire first. Even before their respective bases are secure, the Red and Blue Teams can make a push for the Spire by racing toward it with the Mongooses provided near their initial spawn locations. Make sure you bring help—securing the Spire isn't easy.

» Initially, the Spire is heavily defended by Elites, Grunts, and two Hunter Elders. All of these enemies are grouped on the Spire's upper level, making for some intense close-quarter firefights. Always approach the Spire with the help of at least two teammates. Focus on taking out the Grunts and Elites first. Eliminating these enemies allows you to begin the capture process —the Hunter Elders are not considered defenders. Once the Spire is captured, your team can use the Base as a spawn point, allowing you to apply greater pressure against the durable Hunter Elders. Or leave the Hunter Elders in place to deter attacks by the opposing team.

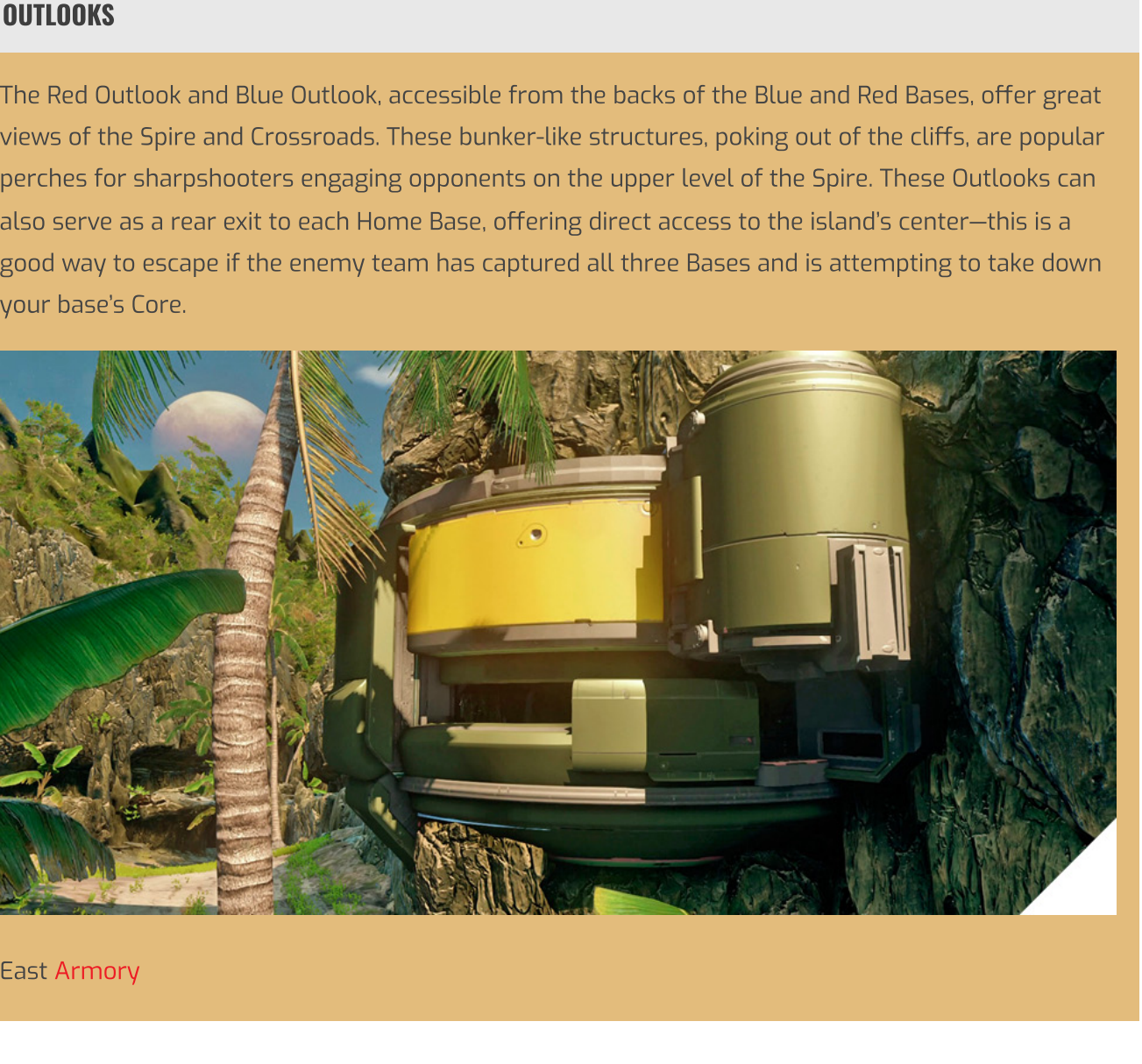
» The Spire is a unique structure, consisting of various ramps all leading to the upper level. However, you don't have to access the upper level to capture or contest this Base. The central interior ramp is within the Base's capture radius. If the Base is unoccupied, instead of exposing yourself on the upper level, hold back inside the Spire, near the REQ Station. However, avoid hiding here if the Spire is occupied—you're better off rushing up the ramp to the upper level and engaging opponents.

» The Spire's upper level offers a commanding view of several key locations, including the heavily traveled Crossroads. This makes the Spire a critical location during the final moments of the battle, when the Knight Champion and Warden Eternal appear. Use the height advantage offered by the Spire to fire down on these bosses from long range.

» Given the heavy traffic around the Spire, approaching directly from the East or West Armory is dangerous—you'll be exposed to incoming fire from the upper level, not to mention the two Outlooks. For a sneaky approach, advance through the Tunnel behind the Spire. This gives you direct access to the internal ramp system without exposing yourself to fire and vehicle

OUTLOOKS

The Red Outlook and Blue Outlook, accessible from the backs of the Blue and Red Bases, offer great views of the Spire and Crossroads. These bunker-like structures, poking out of the cliffs, are popular perches for sharpshooters engaging opponents on the upper level of the Spire. These Outlooks can also serve as a rear exit to each Home Base, offering direct access to the island's center—this is a good way to escape if the enemy team has captured all three Bases and is attempting to take down your base's Core.



East Armory

EAST ARMORY

Initial Opposition: Elites

» Like the West Armory, the East Armory is completely up for grabs at the start of the battle. But given its close proximity to the Blue Base, the Blue Team stands the best chance capturing it first. When spawning at the West Coast, hop on one of the Mongooses and race along the Ridge to reach the East Armory before the opposition—you can even make this push before your base is secured.

» When you arrive at the East Armory, prepare for a fight. The Base is defended by small group of Elites, mostly clustered within the Armory's ground-level interior—lob grenades through the doorways to soften them up. But instead of rushing inside, contest the Base from the Roof in an attempt to lure the Elites outside. Once the Elites are on the Roof, retreat to a safe distance and pick off these enemies from long range. If you assault the Base with multiple teammates, a more aggressive approach is advisable.

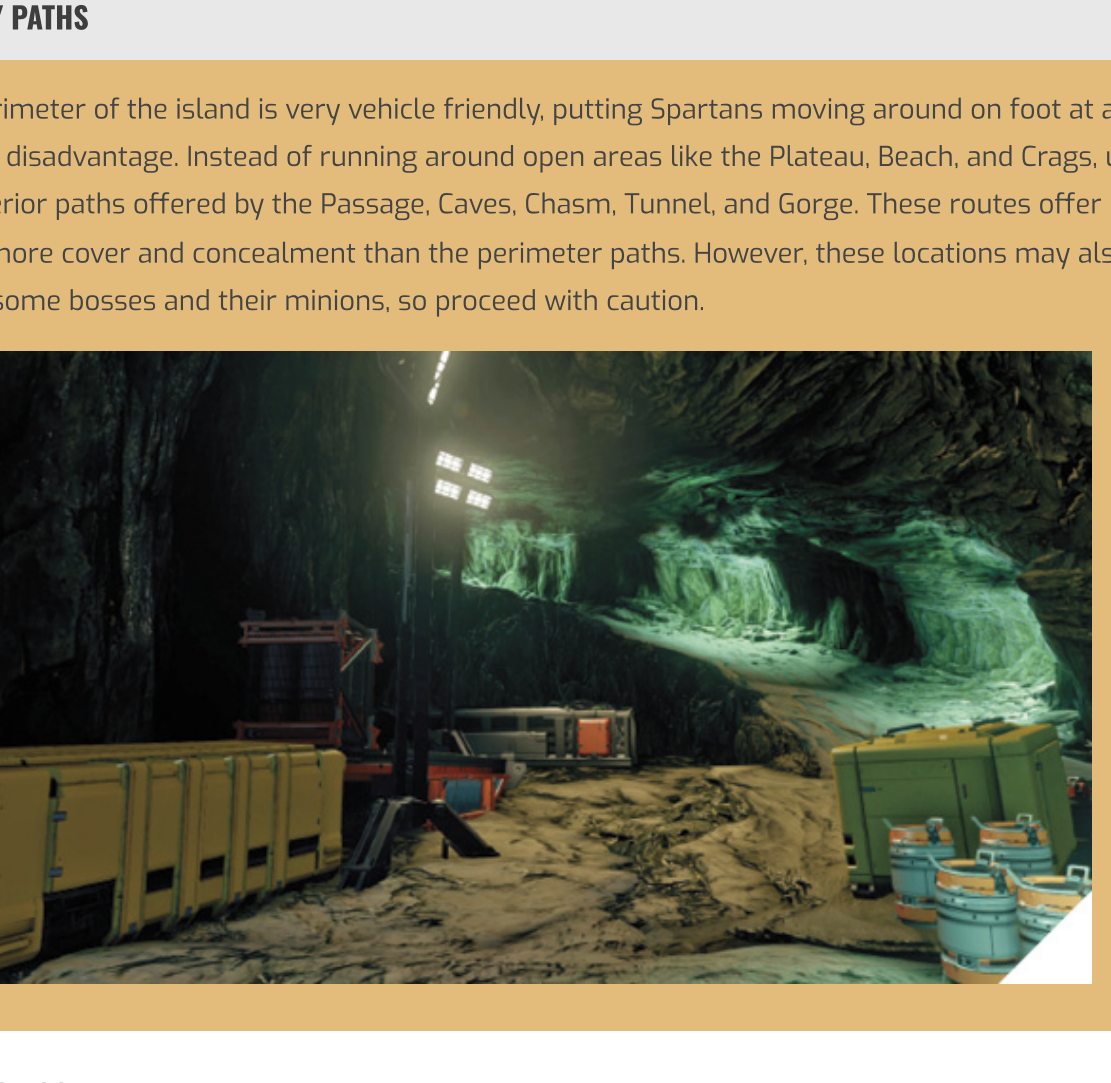
» While the Base can be captured and contested from within, the cramped interior is best utilized for cover. Duck inside when you're attempting to escape incoming fire or enemy vehicles. From the interior you can access the REQ Station as well as a ramp leading to the Roof.

» The West Armory's Roof offers great views of surrounding locations like the Spire, Crossroads, and Ridge. This is a good place to engage bosses from, like the Ghost Marauder and Banshee Raider appearing at the Ridge. Use the Roof's cover to engage these bosses from long range. There's also an accelerator pad on the Roof—use it to launch yourself toward the Spire.

» With three ground-level entrances, gaining access into the Armory is easy. But it's best to access the Base from the Roof, where you're less likely to be ambushed by defenders hiding inside. The easiest way to reach the Roof is via the stack of orange pipes behind the Armory. Jump atop this stack of pipes, then jump and clamber onto the Roof.

SNEAKY PATHS

The perimeter of the island is very vehicle friendly, putting Spartans moving around on foot at a serious disadvantage. Instead of running around open areas like the Plateau, Beach, and Crags, use the interior paths offered by the Passage, Caves, Chasm, Tunnel, and Gorge. These routes offer much more cover and concealment than the perimeter paths. However, these locations may also house some bosses and their minions, so proceed with caution.



BOSS TACTICS

Hunter Elders

Location: Spire at 0:00

Minions: None

Bounty: 25 VP

Two Hunter Elders appear on the upper level of the Spire at the start of the battle. The Elites and Grunts here aren't minions—they're simply present to guard the Spire. Still, eliminate the Elites and Grunts first so your team can begin capturing the Spire. Establishing a spawn point at the Spire makes it easier to confront the Hunter Elders. Keep your distance from these bosses, circling around the upper level of the Spire to avoid their incoming Fuel Rod Cannon shots. High volumes of grenades and rapid fire work well against the Hunters—use an Assault Rifle or one of the Storm Rifles dropped by an Elite. But teamwork is essential, as these bosses can absorb a ton of damage. Look for opportunities to hit them in the back, where they're unarmored. Scoring hits on their rear weak spot with power weapons like the Sniper Rifle or Rocket Launcher inflicts massive damage. But you'll need teammates to distract them before they expose their backs.

Zealot Assassin

Locations:

» Passage at 2:00

» Caves at 2:00

Minions: Stealth Elites

Bounty: 25 VP

The Zealot Assassins and their minions appear in the Passage and Caves adjacent to the Red and Blue Bases. After securing their respective bases, both teams should make a move on these bosses during their advance toward the map's center. Both the Passage and Caves are cramped, enclosed spaces offering little room to maneuver. Use the crates and rocky walls to take cover form incoming plasma fire. Focus on the Stealth Elites first, taking them down with sustained Assault Rifle fire—but keep your distance to avoid their Energy Sword attacks. With the Stealth Elites down, focus your fire on the Zealot Assassin, hammering away at him until his shields are down. Once his shields are depleted, he can be eliminated with a single headshot from the Magnum. Before moving on, don't forget to grab Energy Swords off the fallen Stealth Elites and the Storm Rifle from the Zealot Assassin.

Elite Ultra

Locations:

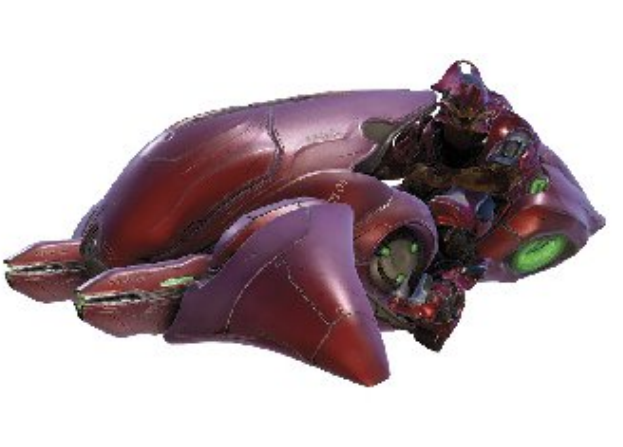
» Plateau at 4:00

» Crags at 4:00

Minions: Jackals

Bounty: 25 VP

The Elite Ultra and his Jackal minions are best dealt with from long range. Mid- to long-range weapons like the Battle Rifle and DMR work well—even better if you have access to a Sniper Rifle. Hold back and pick off the Jackals first; try to score headshots to drop them quickly. With the Jackals eliminated, turn your attention to the Elite Ultra. Armed with a Scattershot and Fuel Rod Cannon, the Elite General is extremely dangerous at close range, so keep your distance to avoid taking retaliatory fire. There is very little cover at the Plateau or Crags for this boss to hide behind, so you should have a clear shot. The Elite Ultra's shields are very durable and recharge quickly, so keep up the attack with the help of at least one teammate. Heavy weapons like a Sniper Rifle or Rocket Launcher help deplete his shields faster. Once his shields are down, score headshots to drop him before his shields can regenerate.



Ghost Marauder

Locations:

» Ridge at 6:00

» Waterfront at 6:00

Minions: None

Bounty: 25 VP

Appearing at the Ridge and Waterfront, the Ghost Marauders are a constant nuisance unless dealt with soon—avoid moving through these areas on foot until these bosses have been eliminated. If you're on foot, take to the Roof of the East or West Armory and try to get a line of sight on the nearby Ghost Marauder. Scoring hits on the Ghost Marauder will draw it toward the Armory, giving you opportunities to attack the operator—always aim for the boss instead of his vehicle. Explosives work well against the Ghost Marauder, but the vehicle's speed can make it tough to score hits unless you're using a weapon capable of tracking the target, like a Hydra Launcher. It's best to avoid toe-to-toe fights with the Ghost Marauder, so try to counter with a vehicle of your own. While Banshees and Phaetons are ideal for taking down the Ghost Marauder, you can also have success with a Scorpion, Wraith, or heavily armed Warthog.

Tankmaster Rok

Location: Beach at 8:00

Minions: None

Bounty: 150 VP

Arriving in a Wraith at the Beach, Tankmaster Rok is the first legendary boss available, and is likely to draw a lot of attention from both teams thanks to his generous bounty. The Beach is a large open area, with very little cover. Attacking Tankmaster Rok directly while on foot is extremely dangerous. But if you can get close enough to attack, toss grenades and use explosive weapons to inflict damage on this tough boss. For best results, hold back near the Plateau or Ridge and use homing weapons like the Hydra Launcher to score hits from a safe distance. But Tankmaster Rok is best countered with tanks of your own—try to attack with at least a couple of Wraiths. Don't get into a close-quarter duel—keep your distance and lob explosive rounds toward Tankmaster Rok while strafing to avoid his incoming shots. If your team has access to air support, pour it on with strafing runs by Banshees and Phaetons; their rocket attacks are very effective.

Banshee Raider

Locations:

» Ridge at 10:00

» Waterfront at 10:00

Minions: None

Bounty: 25 VP

If the Ghost Marauders have been eliminated at the Ridge and Waterfront, Banshee Raiders are the next bosses to arrive at these locations. Both the Ridge and Waterfront provide minimal cover, so avoid rushing through these areas once the Banshee Raiders have been deployed. Instead, seek cover at the West or East Armory before initiating an attack. The Banshee Raider is most vulnerable when it is flying away from you, so when the vehicle turns away, peek out of cover and open fire with a rapid-fire weapon or a homing explosive warhead. Hitting the Banshee Raider draws its attention and wrath, so immediately seek cover before it can begin a strafing run on your location. Once the attack has subsided, peek out of cover and resume your attack. Alternatively, take down the Banshee Raider with a vehicle of your own. However, even when attacking with a Banshee or Phaeton, expect to take heavy damage. So unless you have aerial vehicles to spare, try to shoot down the Banshee Raider from the ground.

Captain Hestro

Location: Beach at 12:00

Minions: Soldier Officers

Bounty: 150 VP

Captain Hestro only appears once Tankmaster Rok has been defeated. This boss patrols the area above the Beach in a Phaeton —avoid moving through this area on foot once the Captain arrives. The Beach offers very little cover from the Captain's devastating strafing runs. In a pinch, you can take cover beneath the Spire's arch above the Beach. Depending on Captain Hestro's angle of attack, the arch can block some incoming rockets. It's best to hold back near the Ridge or Plateau and attack this legendary boss with rapid-firing weapons. The Warthog's chaingun turret is ideal for damaging the Captain's Phaeton. If your team has access to aerial vehicles, consider engaging with Banshees and Phaetons. But never attack Captain Hestro alone. Even if you're in an aerial vehicle, make sure your team provides support from the ground. Otherwise you'll just be wasting a vehicle. Also, watch out for opponents on the ground and in the sky—you don't want them to steal your bounty.

Soldier Guard

Locations:

» Tunnel at 14:00

» Chasm at 14:00

Minions: Soldiers

Bounty: 25 VP

Late during the match, Soldier Guards and the their Soldier minions appear in the Tunnel and Chasm. Both locations are narrow and cramped, offering little room to maneuver. Try to engage these threats from outside the Tunnel or Chasm, scoring hits from long range with a Battle Rifle or DMR. At the very least, try to pick off the Soldiers from a distance before closing in to attack the Soldier Guard. The boss is armed with a Splinter Turret, so you need to use cover to avoid getting mowed down. In the Tunnel, use the long stretches to your advantage while engaging with a long-range weapon. The Chasm's rocky walls offer a bit more cover, allowing you strafe in and out of cover while exchanging fire with the Soldier Guard. The Splinter Turret dropped by the Soldier Guard can come in handy for fighting other bosses.

Knight Champion

Location: Crossroads at 16:00

Minions: Soldiers

Bounty: 25 VP

The Knight

Champion's appearance at the Crossroads is likely to draw attention from both teams as they fight over the nearby Bases. If your team occupies the Spire, use the structure's upper level to engage this boss and his minions from long range. Otherwise, seek cover among the rocks inside the Gorge. Using a Battle Rifle or DMR, engage the Soldiers first. Once the Soldiers are down, open fire on the Knight Champion, targeting his orange, glowing weak spots to inflict critical damage. As long as you keep your distance, the Knight Champion isn't much of a threat—he's most deadly at close or midrange. If the Knight Champion is distracted by other Spartans, you can sneak up behind him and perform an assassination.

Warden Eternal

Location: Crossroads at 18:00

Minions: Knights

Bounty: 150 VP

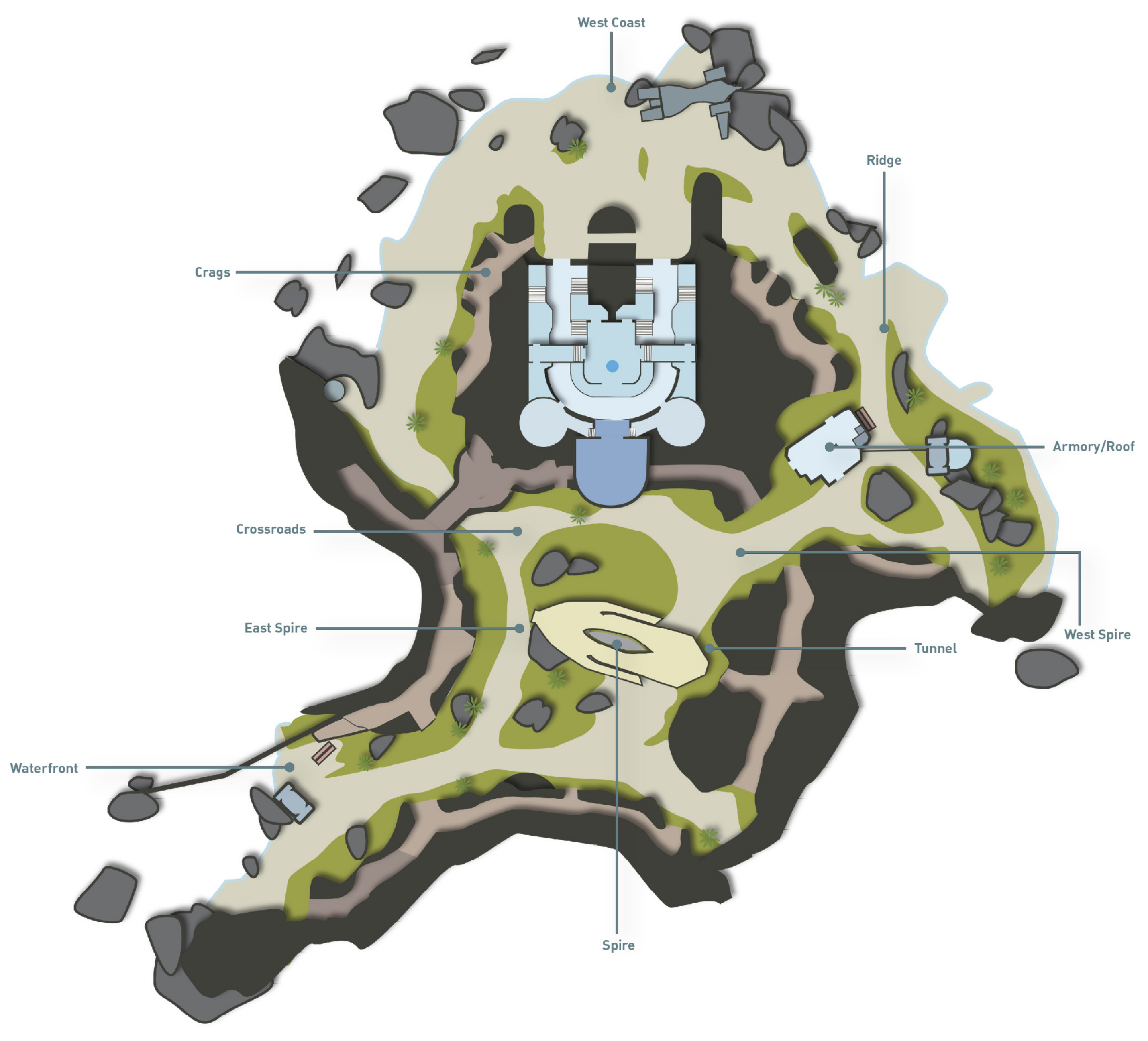
Defeating the Knight Champion paves the way for the Warden Eternal's arrival at the Crossroads. The Warden's high bounty and central location make for a frantic fight as both teams attempt to score the final kill shot. In close matches, killing the Warden can decide the winner of the battle. The Warden is accompanied by his own contingent of Knights—target their weak spots to take them down fast. As with the Knight Champion, it's best to keep your distance, firing down on these enemies from the Spire's upper level or the Red or Blue Overlook. But watch out for the Warden's devastating orb attack—retreat behind the Spire or other forms of heavy cover to avoid being taken out by this attack. When his minions are eliminated, focus your fire on the Warden, hitting him with all the heavy weapons (and vehicles) your team can muster. When the weak spots on his back and face are exposed, use high-damage precision weapons like the Sniper Rifle, Railgun, LightRifle, and Beam Rifle to inflict massive damage— use the REQ Station in the Spire to adjust your loadout. Once the Warden has sustained heavy damage, he can be taken down with an assassination. Attempt an assassination only if the Warden is distracted by teammates or opponents. Sometimes an assassination is the best way to guarantee your team secures the Warden's game-winning bounty. Otherwise, one lucky shot by an opponent may result in an upsetting loss.

HALO 5 GUARDIANS

WARZONE

Warzone

Array

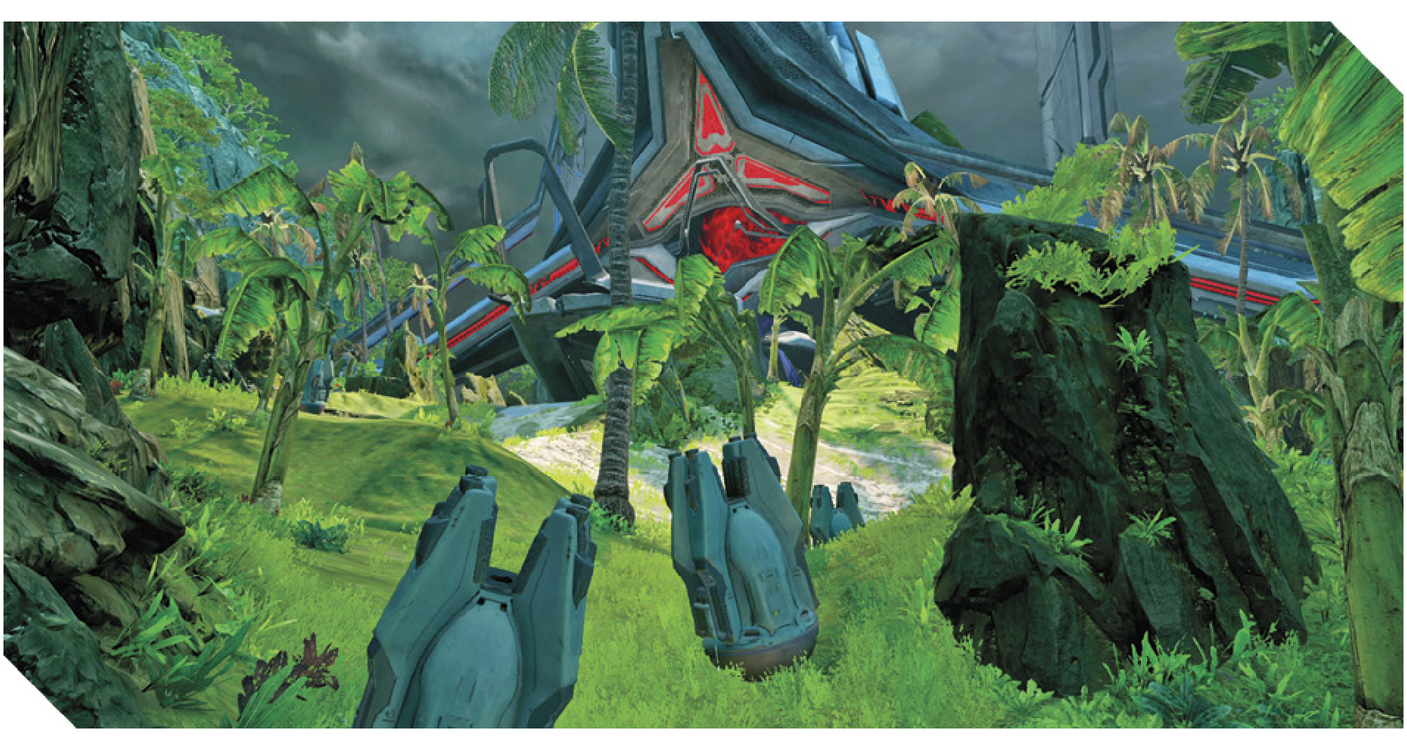


Description: Halo erased a hundred billion possibilities to destroy a single inevitability.

Game Mode: Warzone Assault

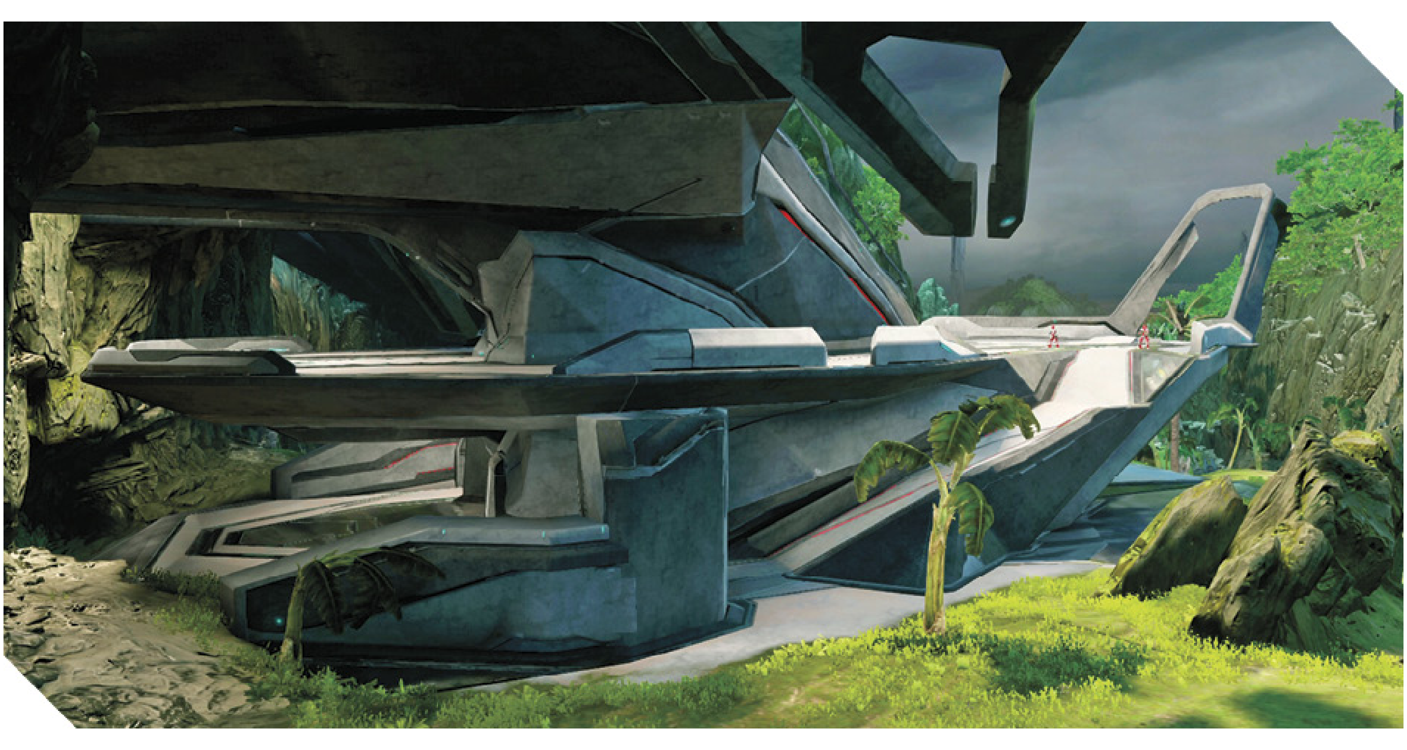
OBJECTIVES

OBJECTIVE 1: SPIRE



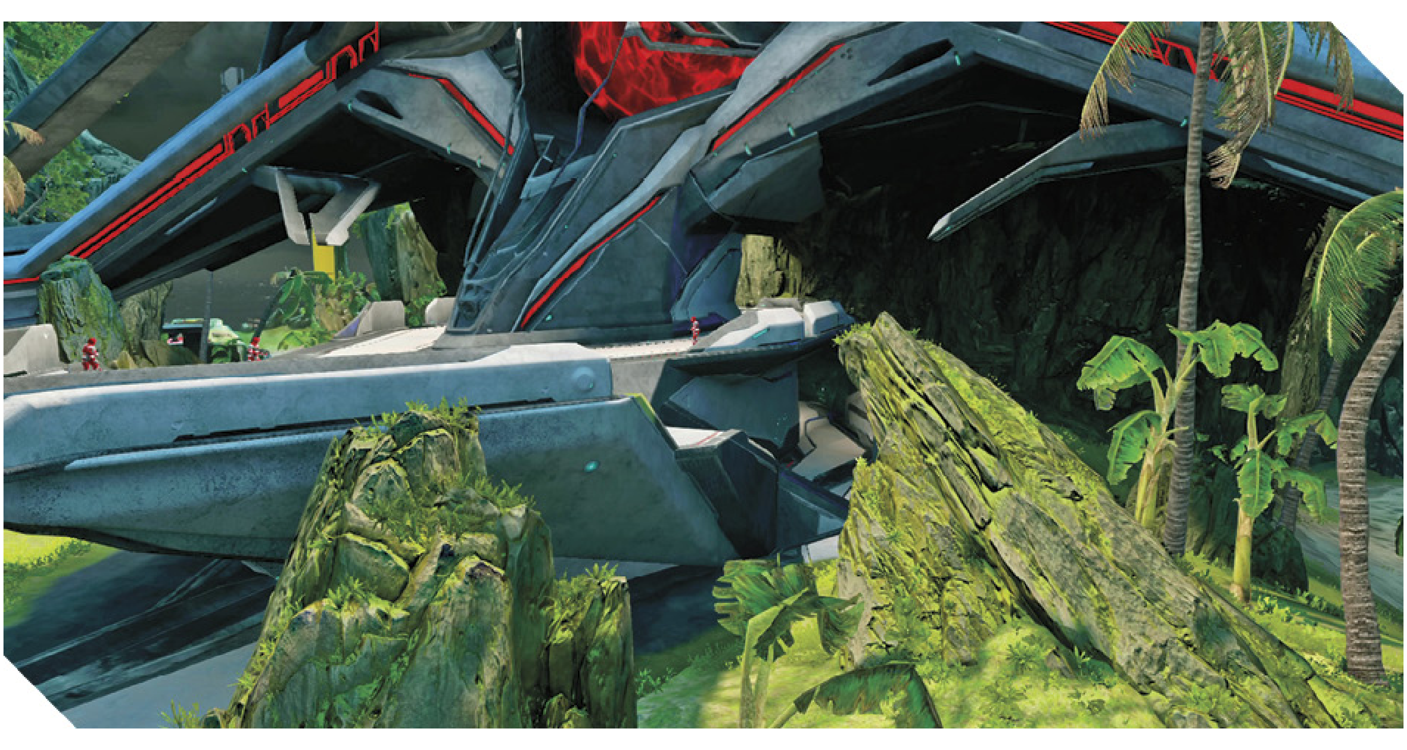
Attack

Starting at the Crossroads, the attacking team begins the battle within a few meters of the first Spire. Don't be surprised if you come under fire in the opening moments of the battle. Defenders positioned on the Spire's upper level have the height advantage, so be ready to use the rocks at the Crossroads for cover. But if you stay put too long, your team runs the risk of getting pinned down. At the earliest opportunity, make a move for the Spire. Instead of ascending the perimeter or interior ramps, run up the ramp-like rocks on the perimeter of the Spire and then jump onto the upper level. You can even use these rocks for cover, firing at the defenders before making the leap. Coordinated pushes onto the Spire's upper level are essential for wrestling this objective away from the defenders. If frontal assaults are ineffective, attempt to flank from the Tunnel side—the Spire can be captured or contested from within the internal ramp, near the REQ Station.



Defend

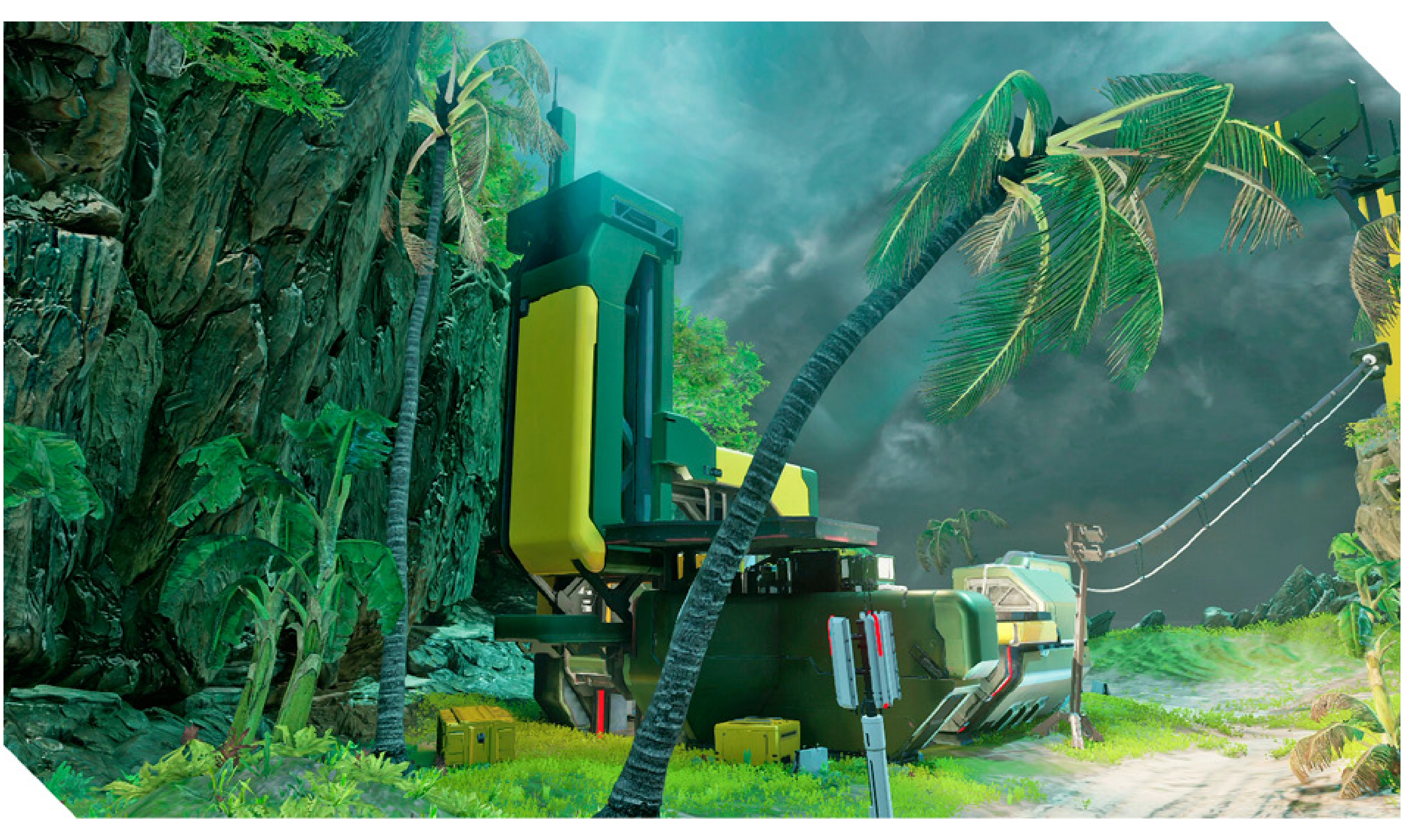
Occupying the Spire, the defending team begins the battle with a truly advantageous position. But with the attacking team spawning only a few meters away, you don't have much time to fortify the objective—rush out to the perimeter of the Spire's upper level and immediately open fire on the attackers at the Crossroads. Since most attackers are focused on ascending the Spire, look for opportunities to flank. Send a few skirmishers down to the Crossroads, East Spire, and West Spire locations to harass the attacking Spartans. But don't overextend onto the ground—keep the bulk of your forces positioned on the Spire's upper level while watching for flanking attacks from the Tunnel and interior ramp. The fight for the Spire is never dull, but if you can keep the attacking team pinned down at the Crossroads, you can secure a quick win.



OBJECTIVE 2: ARMORY

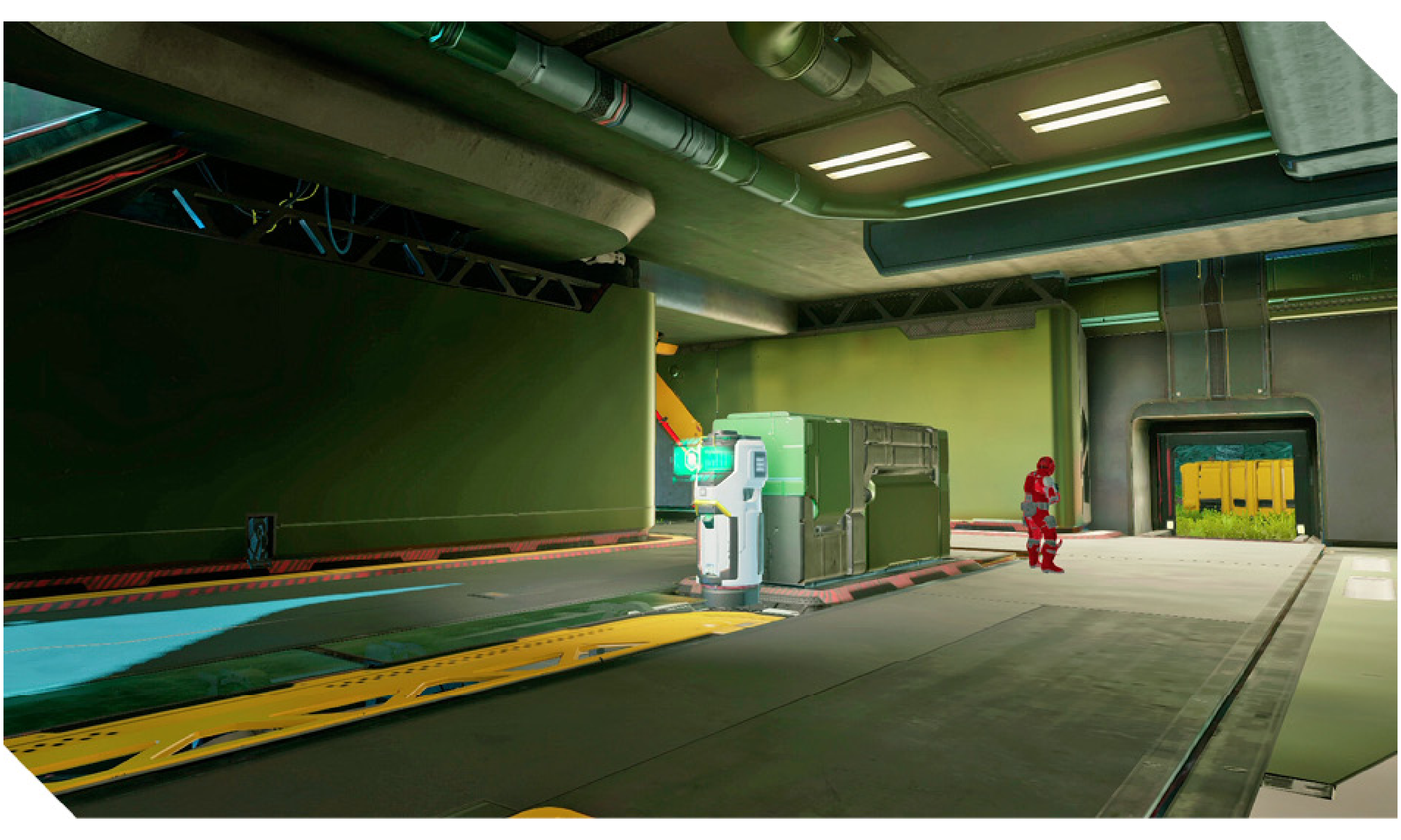
Attack

Taking the Spire is a big accomplishment, but don't waste too much time congratulating yourself—make a move on the Armory before the defenders have a chance to establish a solid foothold. Secure the perimeter of the Armory first, denying the defenders the objective. The large ramp-like rock at the Ridge overlooks the Roof of the Armory, ideal for firing down on defenders. You can also use this rock to jump down onto the Roof—sprint, jump, thrust, and then clamber onto the Roof to infiltrate the Armory. Alternatively, you can access the Roof via the orange pipes behind the Armory. Establishing control of the Armory Roof allows you to engage reinforcements arriving via the Ridge and to lob grenades into the objective's interior, bombarding opponents hiding downstairs.



Defend

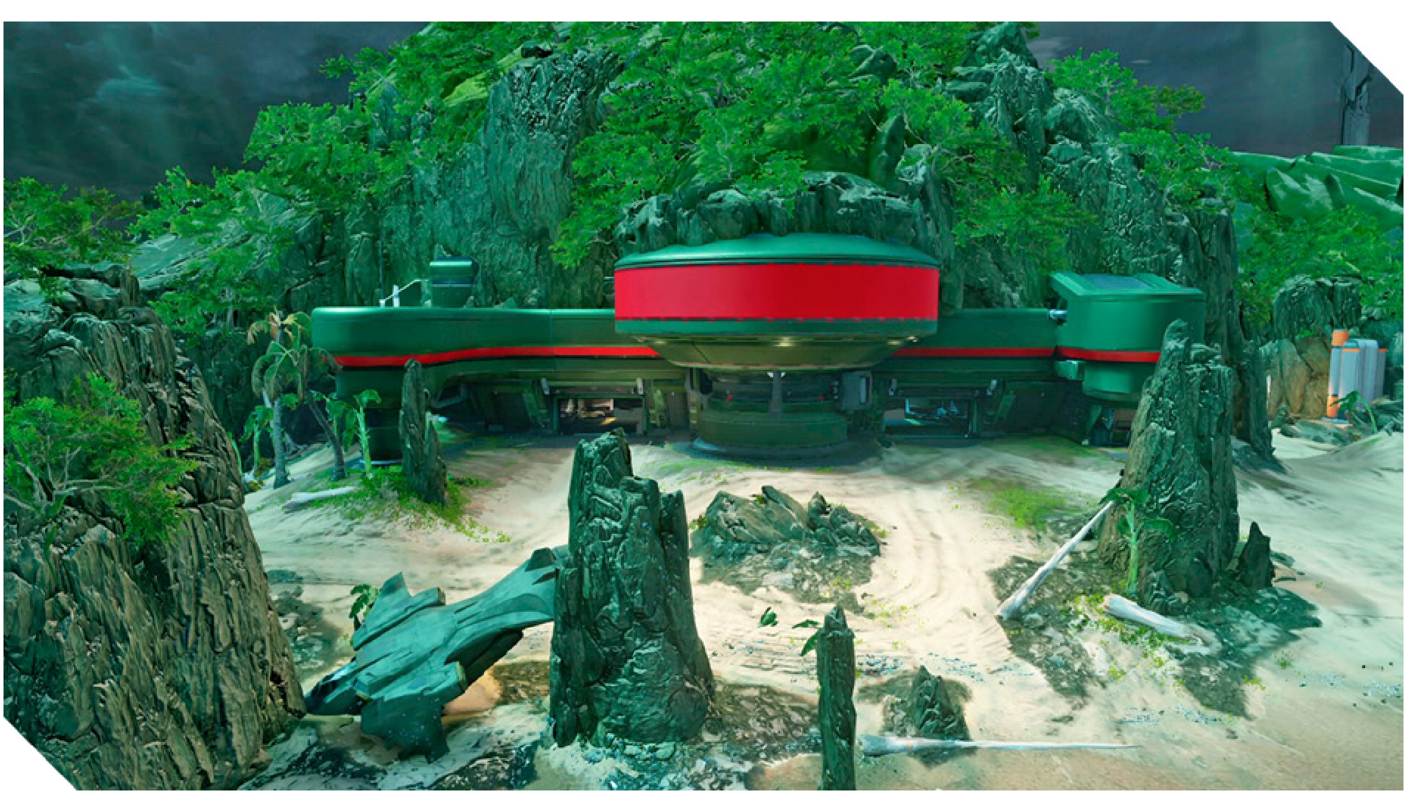
After losing the Spire, immediately fall back and secure the Armory. Take to the Armory's Roof and engage the attackers approaching from the Spire—Battle Rifles and DMRs work well when taking on these distant opponents. But simply locking down the Armory isn't enough. While keeping some defenders at the Armory, send the rest of the team back toward the Spire in an effort to ambush the attackers. Vehicles can also play a vital role in securing the Armory and harassing the attackers. Deploy Ghosts and Warthogs to patrol the areas between the Spire and the Armory. Remember; time is on your side. The longer you can delay the attacking team's advance, the better your chances of holding out for a win.



OBJECTIVE 3: BASE/CORE

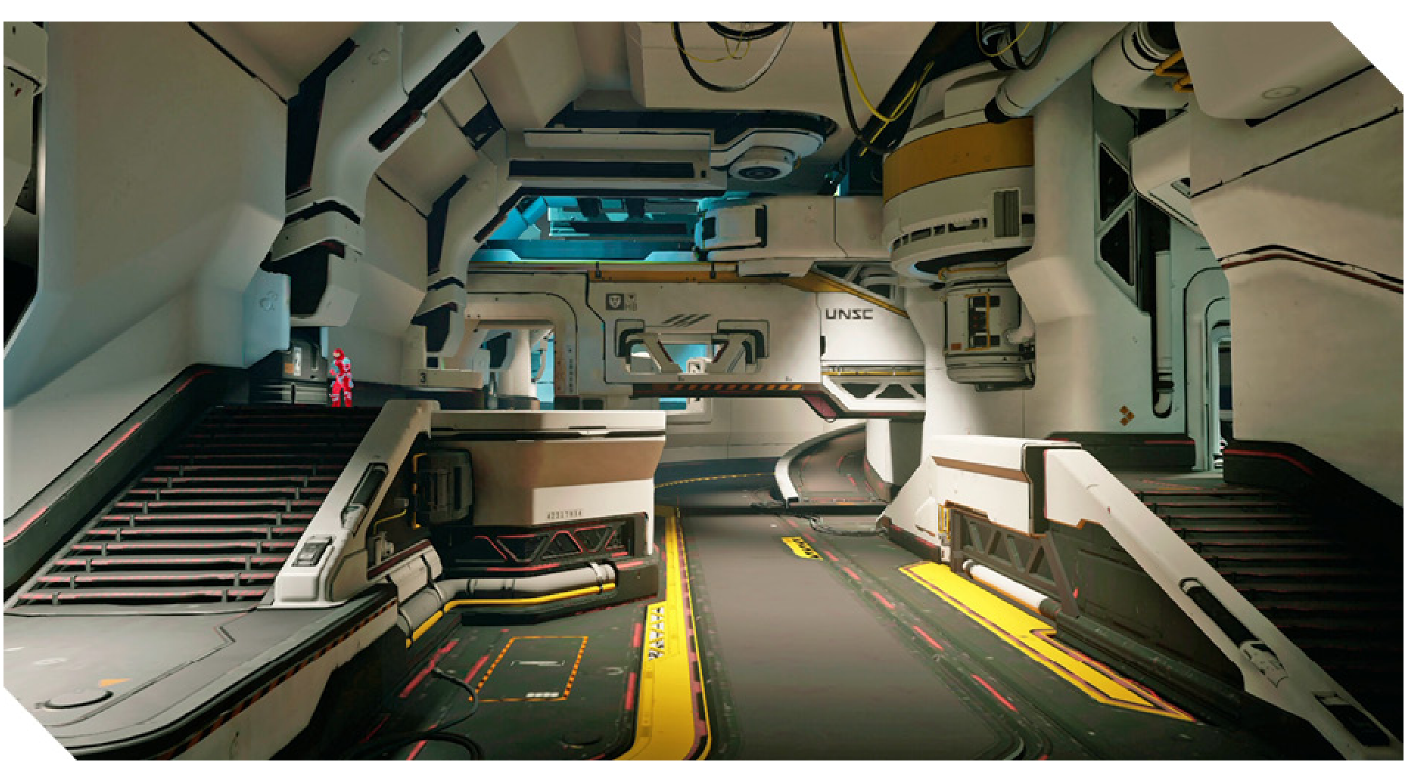
Attack

After capturing the Armory, the defending team's Home Base is open and their Core is exposed—time to finish this battle. It's a long hike to the Home Base from the center of the island, so use vehicles to transport yourself and teammates to the base—consider using a Warthog as a taxi, ferrying teammates to the base. But vehicles are also needed to establish a foothold within the base. Deploy hard-hitting vehicles like Scorpions, Wraiths, and Mantises to lead the charge, approaching from both the Ridge and Crags sides of the island. The Base Gate on the Ridge side is likely to see the heaviest action. So sneaking in through the Base Gate on the Crags side can usually catch the defenders off-guard. While heavy vehicles punch through the defending team's outer defenses, send Spartans into the Core's chamber. When attacking the Core, bring along rapid-firing weapons like the Assault Rifle, SMG, and SAW. Explosive weapons are also very effective. Still, remain vigilant, watching for enemy Spartans and Marines launching a counterattack on the Core's chamber.



Defend

Since the Home Base can be approached from the Ridge and Crags sides of the island, it's best to consolidate your forces around the two Base Gates. Position heavy vehicles like Scorpions, Wraiths, and Mantises at the Base Gates, supported by Spartans. If you have access to aerial vehicles, patrol the airspace above the Ridge and Armory, conducting frequent strafing runs on attacking Spartans and vehicles. Attacking forces are likely to advance along the Ridge, but don't leave the Base Gate on the Crags side undefended. While heavy vehicles lock down the Base Gates, use a Warthog or Ghost to patrol the West Coast—these fast-moving vehicles are best for engaging attackers pinned down among the rocks outside the base. If the attackers manage to breach one of the Base Gates, immediately send a few Spartans to the Core chamber. But don't give up your defensive positions at the Base Gates—keeping vehicles posted at each gate is the key to holding out for a victory.



ARENA

Arena

Introduction

While Warzone offers a new way to experience multiplayer in the *Halo* universe, the Arena modes represent *Halo*'s established legacy of pure, skill-based 4-vs-4 competitive combat. In creating these new arenas, the designers peered into *Halo*'s past, seeking inspiration from classic maps to ensure a greater sense of balance and familiarity. But while some of these environments may look familiar, new gameplay mechanics like thrust, clamber, and Ground Pound make for a completely unique experience, putting a greater emphasis on mastering the verticality of each arena. To enhance balance, all Spartans begin the match with the same weaponry—an Assault Rifle, a Magnum, and two Frag Grenades. But there are more weapons and power-ups scattered across each map, often leading to intense, pitched battles over game-changing items like Active Camo, Overshield, a Rocket Launcher, or a Sniper Rifle. So whether you're a *Halo* veteran or a rookie, the Arena modes are primed to hone and test your skills.

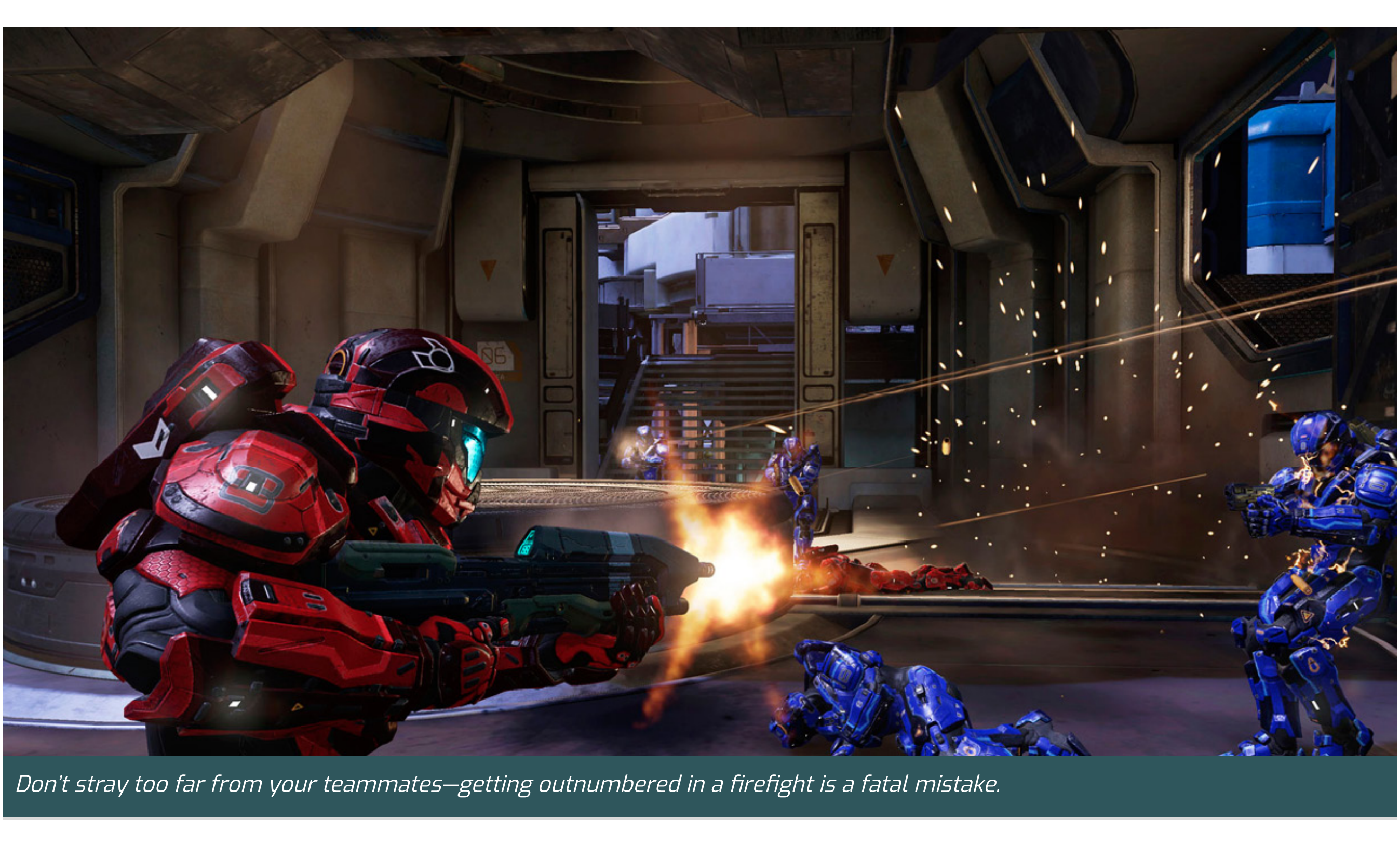
In this chapter we take an in-depth look at each arena. Included are detailed illustrations of every map, complete with labeled callouts and weapon locations—use them to familiarize yourself with the layout of each arena and formulate a game plan. The in-house professional team at 343 Industries has identified opening moves, power positions, key jumps, and other tips for every arena, providing the high-level tactics necessary to give your team an edge in every match.

GAME MODES

The Arena maps support four game modes, all designed for competitive 4-vs-4 matches. Popular modes like Slayer and Capture the Flag have returned, along with the new Strongholds and Breakout modes.

SLAYER

The objective of Slayer is simple—score more kills than the opposing team. The first team to rack up 50 kills wins. But there's a timer in play, too. If neither team has reached the 50-kill mark within the allotted time, the team with the most kills wins—by default each match lasts for 12 minutes. Keep an eye on the game mode info in the bottom-right corner of the HUD to see the current score and time remaining in the match. If you're new to the game, Slayer is a great way to get familiar with every arena.



Don't stray too far from your teammates—getting outnumbered in a firefight is a fatal mistake.

Tactics

While casual matches often devolve to a free-for-all, Slayer is designed as a team-based game mode. Communicate with your teammates, using map callouts to relay the presence of weak or specially equipped opponents. A team that communicates effectively will always have an edge over a team that remains silent.

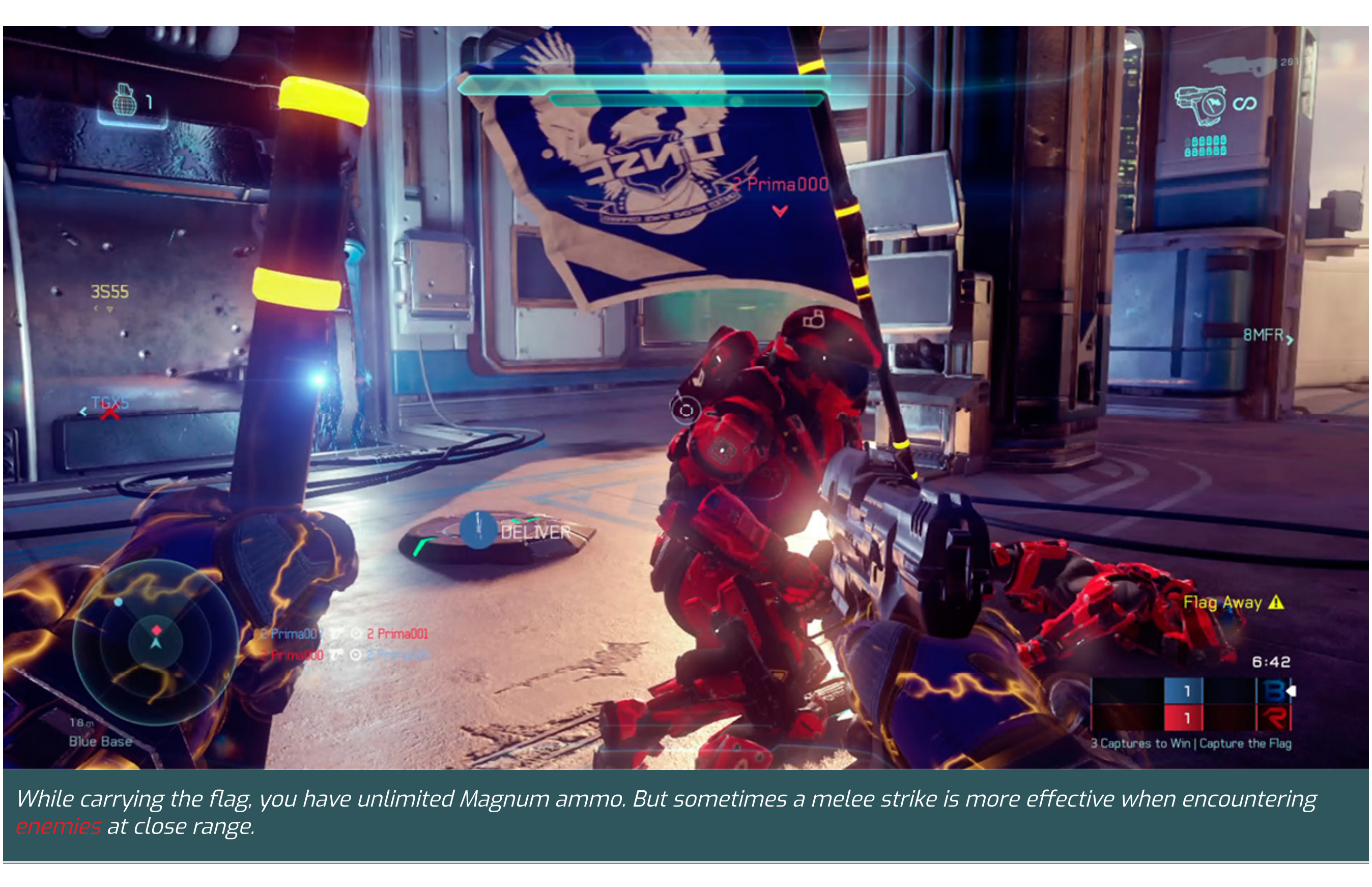
Foolish, high-risk plays benefit only the opposing team. Remember; every time you die, you're handing the opposition points. So be wary of overcommitting during firefights. If your shields are down, disengage and retreat—wait for your shields to regenerate before rushing back into the fray.

Winning one-on-one engagements comes down to skill, often favoring the player who fires first. If you're not winning these duels, consider following a teammate until your skills develop. Roaming the map with a buddy increases your survivability while giving you the opportunity to take part in some lopsided two-on-one engagements.

More than ever, taking the high ground is key to getting the jump on opponents. Using jump, thrust, and clamber, ascend to ledges and perches to fire and rain grenades down on opponents. Or slam down onto unsuspecting opponents with a devastating Ground Pound attack.

CAPTURE THE FLAG

This longtime classic is back, along with the ability to toss the flag, speeding up this already intense, nail-biter of a game mode. In Capture the Flag the goal is to grab the opposing team's flag and carry it back to your base. But before you can score the flag, your team's flag must be present at your base. The team that scores a flag three times wins. Or if time expires, the team with the most flag captures wins—by default, each match lasts for 12 minutes. The current score and match timer are visible in the bottom-right corner of the HUD. For balance reasons, Capture the Flag is only playable on the symmetrical arena maps.



While carrying the flag, you have unlimited Magnum ammo. But sometimes a melee strike is more effective when encountering enemies at close range.

Tactics

If you want to advance the flag quickly, jump, thrust, and then toss the flag toward your base. This launches the flag several meters ahead of your Spartan. This is also a good way to "pass" the flag to a distant teammate.

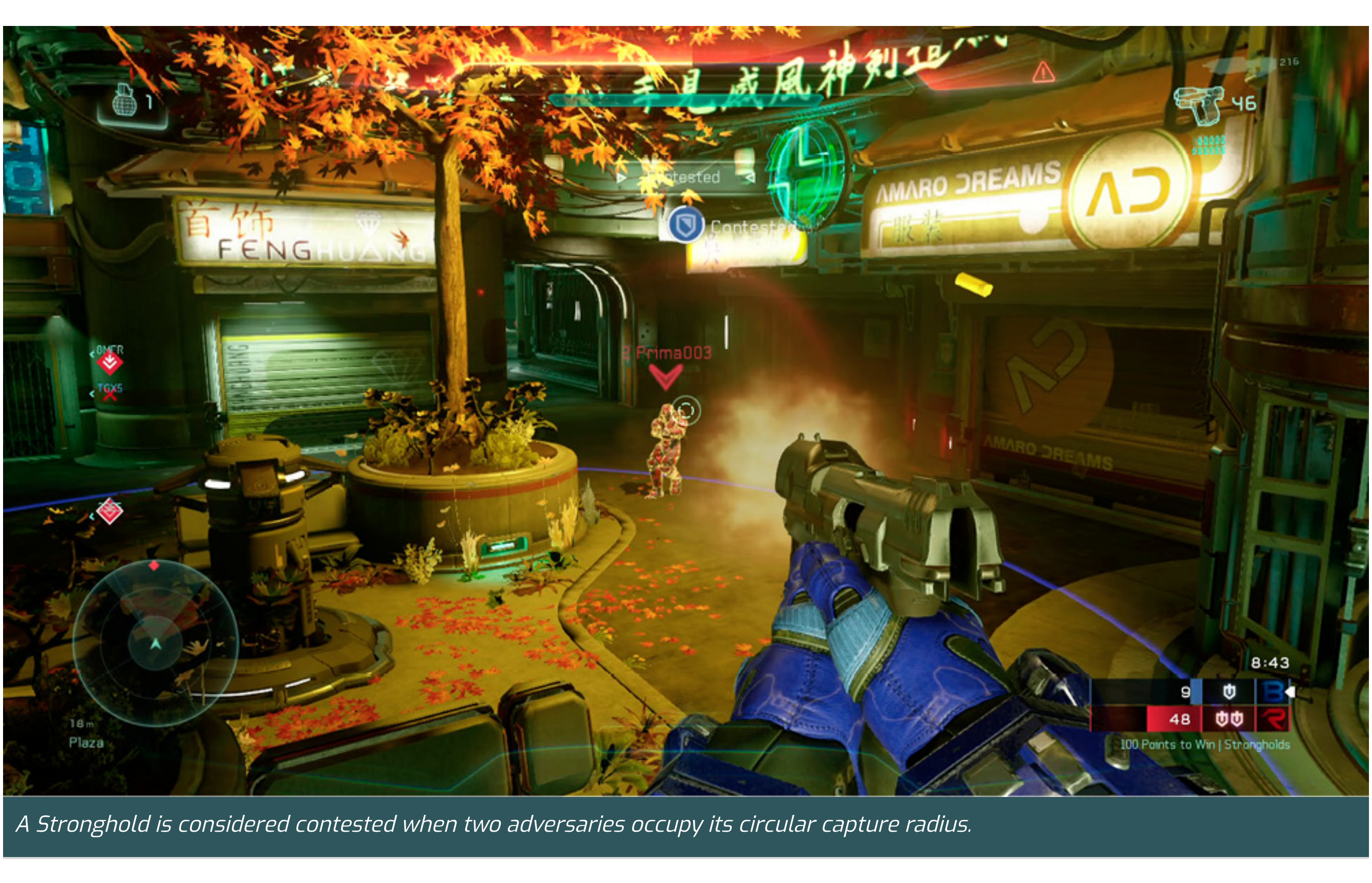
When you're carrying the flag, your location is a mystery to the opposing team. However, if you're shot, a flag icon appears on the HUD of your opponents for five seconds (you've been "spotted"), aiding them in hunting you down. If you've been spotted, drop the flag and then pick it up again to lose your spotted status.

In most cases, the most direct route with the flag is the best, cutting across the center of the map as quickly as possible. But these direct routes also lack cover. So make sure at least three opponents are down before attempting a direct flag run. Otherwise, sneaky perimeter runs may yield the best results.

Failing to defend your team's flag is a surefire way to guarantee defeat. Make sure at least one player on your team stays back in your base to watch the flag. When defending, become familiar with all routes leading into your base—find a sneaky spot to hide out, then ambush all opponents who make a move for your flag.

STRONGHOLDS

For veterans, the new Strongholds mode is reminiscent of King of the Hill. But in this game mode there are three hills (or Strongholds) on the map at all times. Each time a team holds at least two of the objectives, points are accrued at the rate of approximately one point per three seconds. The first team to reach 100 points wins the game. Or if time expires, the team with the most points wins—by default, each match runs for 12 minutes. The current score and the time remaining in the match appear in the bottom-right corner of the HUD—the shield icons represent how many Strongholds each team controls.



A Stronghold is considered contested when two adversaries occupy its circular capture radius.

Tactics

Strongholds are captured faster when there are multiple teammates within the objective's circular capture radius. So make sure you have the support of teammates, particularly when attempting to capture an enemy-held Stronghold. If you exit this radius during a capture attempt, your capture status isn't lost unless contested by an opponent. Step back into the capture radius to resume the capture.

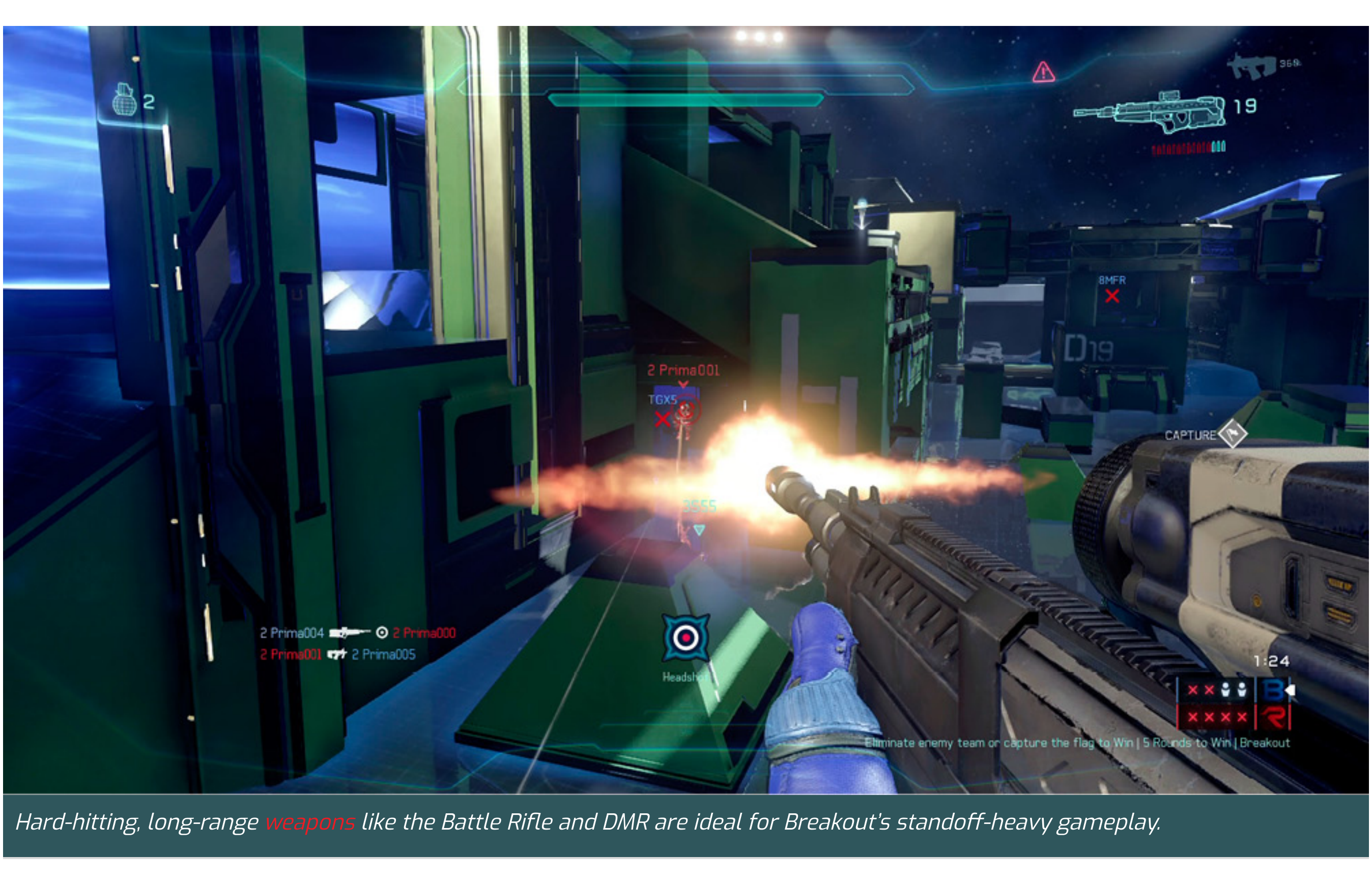
If you can't find the objectives, simply head for the diamond-shaped icons on the HUD—these mark the locations of the Strongholds. Icons marked with an arrow represent a Stronghold that is either neutral or held by the opposing team. An icon marked with a shield represents a Stronghold held by your team.

Don't make the mistake of overextending. It's better to consolidate your forces around two Strongholds than to attempt to lock down all three—you do not accrue points at a faster rate if you hold all three. So capture two adjacent Strongholds and hunker down for the duration of the match.

When defending a Stronghold, instead of standing in the capture radius, back away and watch the objective from a distance. For best results, find a ledge or perch to covertly monitor the Stronghold, then swoop down with a satisfying Ground Pound attack as enemies approach.

BREAKOUT

This is an all-new game mode played on specially designed maps created specifically for Breakout. It plays like a mix of Slayer and Capture the Flag, but with no respawns. A flag is positioned in the center of the map and can be carried and scored by dropping it at the opposing team's base. Alternatively, a victory can be achieved by wiping out the opposing team. Each round lasts for two minutes. If any member of either team is alive when time expires, the round ends in a tie. There are up to nine rounds per match—the first team to win five rounds wins the match. If there are five rounds that end in ties, the match is a tie.


2 Prima001
CAPTURE
1:24
Eliminate enemy team or capture the flag to Win | 5 Rounds to Win | Breakout

Hard-hitting, long-range weapons like the Battle Rifle and DMR are ideal for Breakout's standoff-heavy gameplay.

Tactics

- With no respawns, Breakout is a methodical stand-off game with a decidedly slower pace than the other arena modes. You begin each match with an SMG, a Magnum, and one Frag Grenade. Unless you can get your hands on a Battle Rifle or DMR, use your Magnum to hold back and score some long-range hits while utilizing any available cover.
- Breakout games move fast. Each shot you land (and absorb) can make a huge difference in the final outcome. So don't get greedy. If you can only land one or two shots safely, do so and retreat. If you take shield damage, they will regenerate, but only if you avoid sprinting. Even if your shields are gone, entering combat with full health can make all the difference in a close duel.
- In Breakout matches, flag captures are rare. Matches are often decided by one team wiping out the other. However, there are moments when a well-timed flag run can turn the tide. If the opposing team has overextended into your team's side of the map, consider making a move for the flag and rushing it to their base. As in Capture the Flag, you can toss the flag forward—sprint, jump, and thrust to toss the flag closer to the enemy team's base.
- If all other teammates have been killed, you'll become the Last Man Standing—a yellow notification appears in the bottom-right corner of the HUD, just above the timer. Below the timer you can see how many opponents are remaining. Take this into account before making your next move. If you're outnumbered, it may be wise to hold back and engage opponents from a distance.

WEAPONS AND POWER-UPS

The most powerful weapons, like the Rocket Launcher, spawn on weapon pads every two minutes, while precision weapons spawn every three minutes.

In all Arena matches, you begin with an Assault Rifle and Magnum—or in the case of Breakout, an SMG and a Magnum. But there are plenty of other weapons placed around each map, along with some game-changing power-ups. These weapons and power-ups continually respawn during a match. But their spawning behaviors and respawn times differ slightly. Here's some developer insight into how these weapons and power-ups spawn.

STATIC ON PICKUP

Power-Ups:

- Overshield
- Active Camo
- Damage Boost
- Speed Boost

This applies only to power-ups. These items spawn every two minutes. The timer begins as soon as the power-up is activated. If you're killed while activating a power-up, it is consumed and the timer restarts at the moment of your Spartan's death. There's only one power-up on a map at any given time—controlling it is crucial to your team's success. So keep tabs on when the power-up is activated and when it will respawn.

WEAPON PAD

Weapons:

- Rocket Launcher
- Plasma Caster
- Railgun
- Incineration Cannon
- Fuel Rod Cannon
- Sniper Rifle
- Binary Rifle
- Beam Rifle

The triangular tiles with a green glow are weapon pads. Weapons appearing on weapon pads spawn at fixed intervals. Explosive-based weapons spawn every two minutes, and precision weapons spawn every three minutes. These are the most powerful weapons available, so work with your team to control traffic around these weapon pads. Make note of when weapons are picked up and try to keep track of when they'll respawn.

DYNAMIC

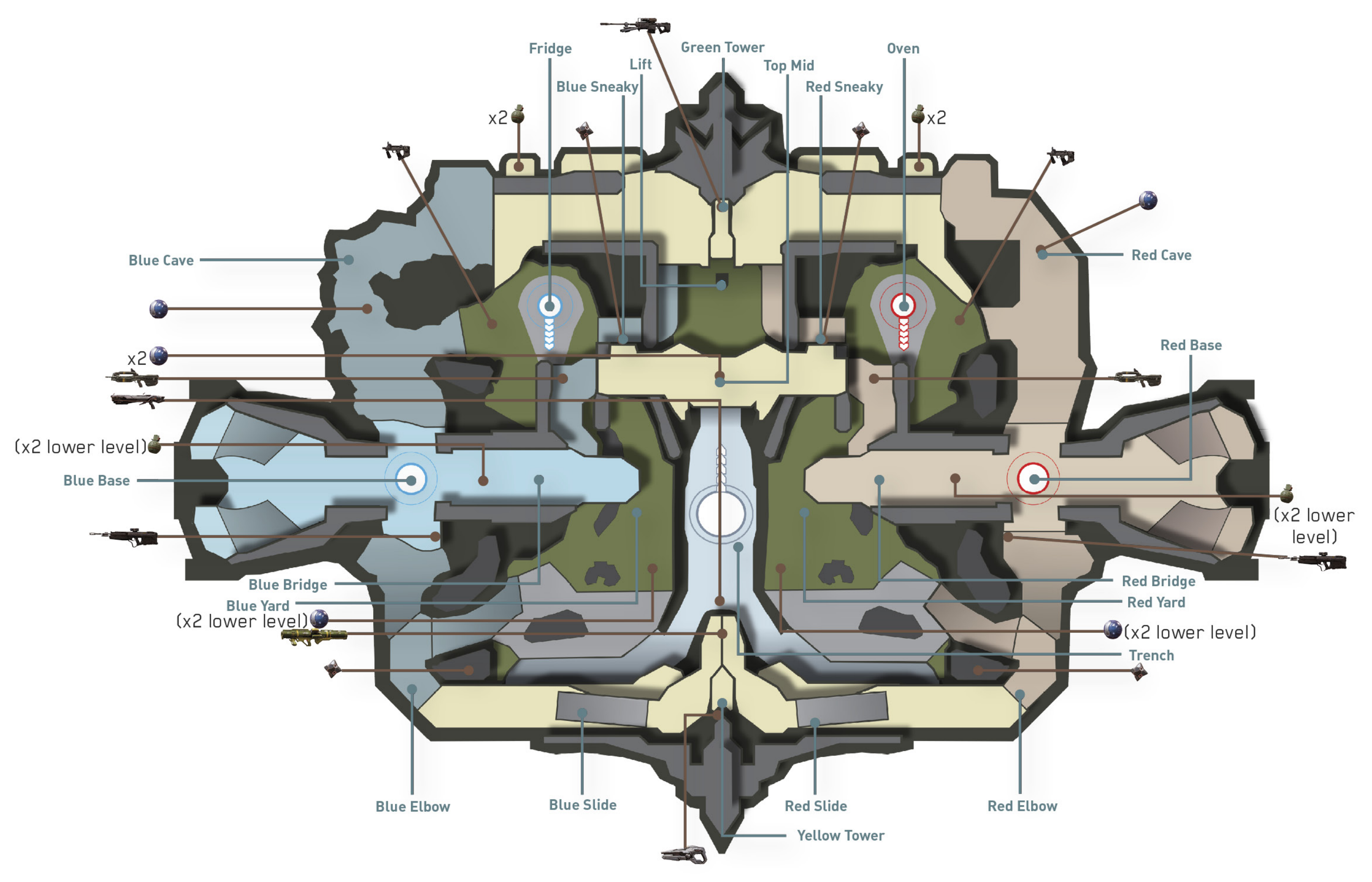
Weapons:

- Shotgun
- Scattershot
- Energy Sword
- Plasma Pistol
- Hydra Launcher

These weapons are stronger than loadout weapons but weaker than those spawning on weapon pads. They respawn every 10 seconds after they have been destroyed, meaning only one of these weapons can be active on the map at a time. A weapon is considered destroyed when it runs out of ammo and is dropped or if it has been left untouched on the map for 30 seconds. This allows teams to exert control over these weapons.

Arena

Coliseum



Description: Forerunner Warrior-Servants tested themselves in this arena before facing the Flood.

Game Modes: Slayer, Capture the Flag, Strongholds

Coliseum is a symmetrical map reminiscent of Sanctuary from *Halo 2* or The Pit from *Halo 3*. Its easily distinguishable bases allow for fortified setups and safe spawning, making this map an instant classic during competitive Slayer and Capture the Flag matches.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Rocket Launcher	Yellow Tower	2:00
	Sniper Rifle	Green Tower	3:00
	Scattershot	Trench	0:10

STARTING MOVES

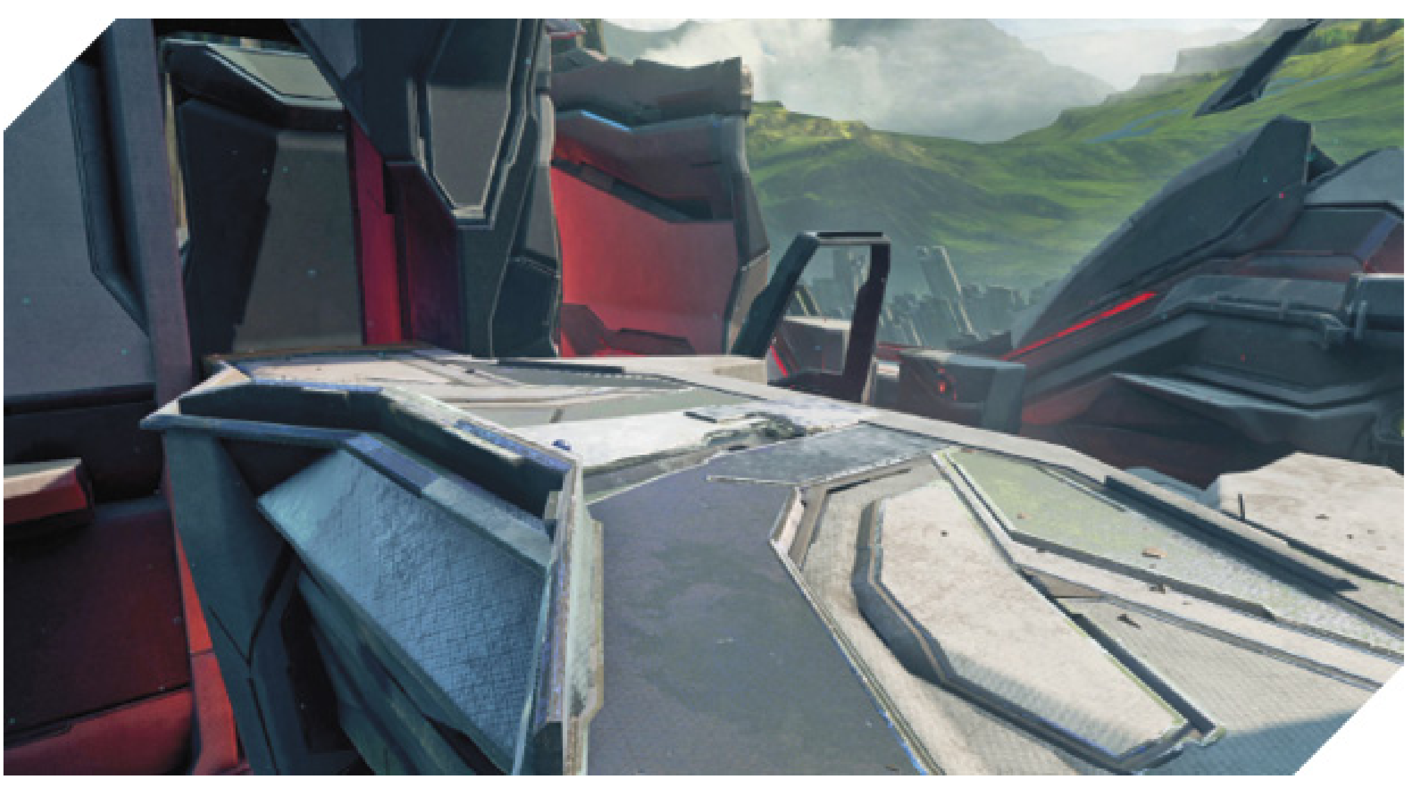
▶ Make a quick push for the Rocket Launcher at the start of the match to give your team an offensive advantage. Equipped with four rockets, this weapon practically guarantees four kills. Pay close attention to when the Rocket Launcher is picked up, and be ready to grab it as soon as it respawns—it respawns every two minutes after it's picked up. Controlling the Rocket Launcher is the best way to secure a victory in any game mode.

▶ If you can't reach the Rocket Launcher, make a move for a key weapon like the Sniper Rifle or Scattershot. Thanks to Coliseum's long sight lines, the Sniper Rifle is ideal for picking off unsuspecting opponents at long range, particularly as they leave their base. Or grab the Scattershot and patrol the area around Top Mid.

POWER POSITION: TOP MID

HOW TO LEVERAGE

Holding the area around Top Mid is key because it provides great lines of sight into each team's base and adjacent locations like the Green and Yellow Towers—this is ideal for controlling access to the Rocket Launcher. Also, multiple elevations and clamber routes allow you to escape incoming attacks.



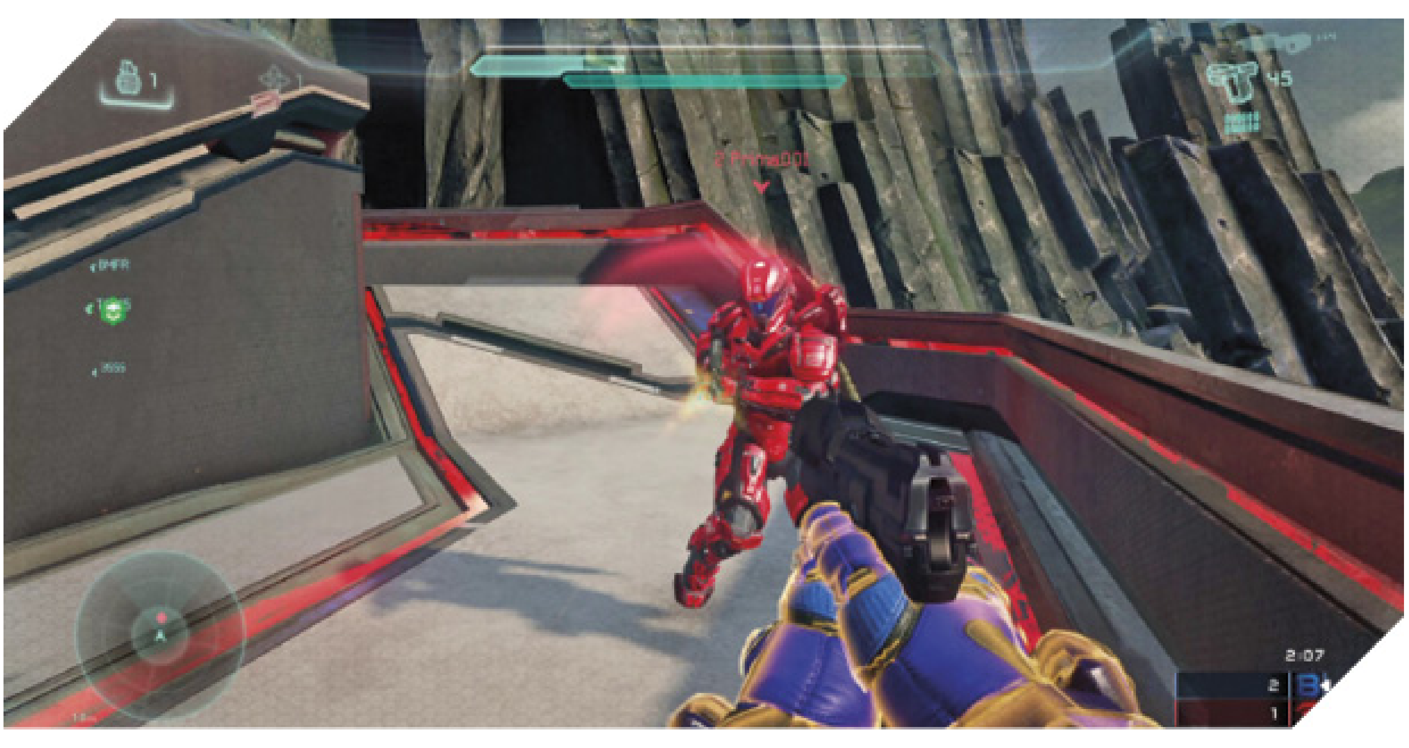
HOW TO COUNTER

If the opposing team holds Top Mid, grab a DMR near your team's base and flank toward the Green or Yellow Tower to get a good line of sight. While you provide long-range suppressive fire, have a teammate push from your team's Cave or Oven to assault Top Mid. Coordinated attacks are important, so make sure at least one teammate is working with you.

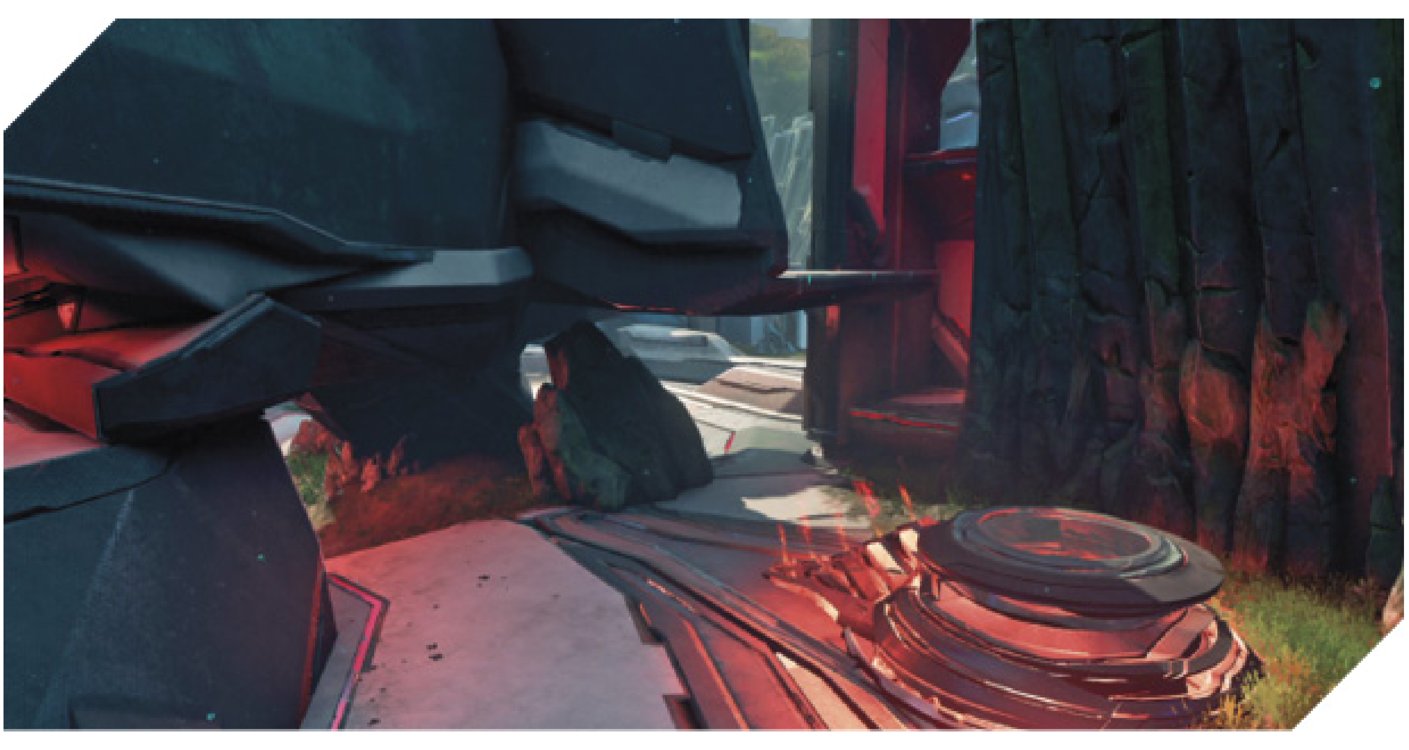
TACTICS

Be wary of Coliseum's perimeter. If you're not careful you may inadvertently jump or get knocked off the side of the map.

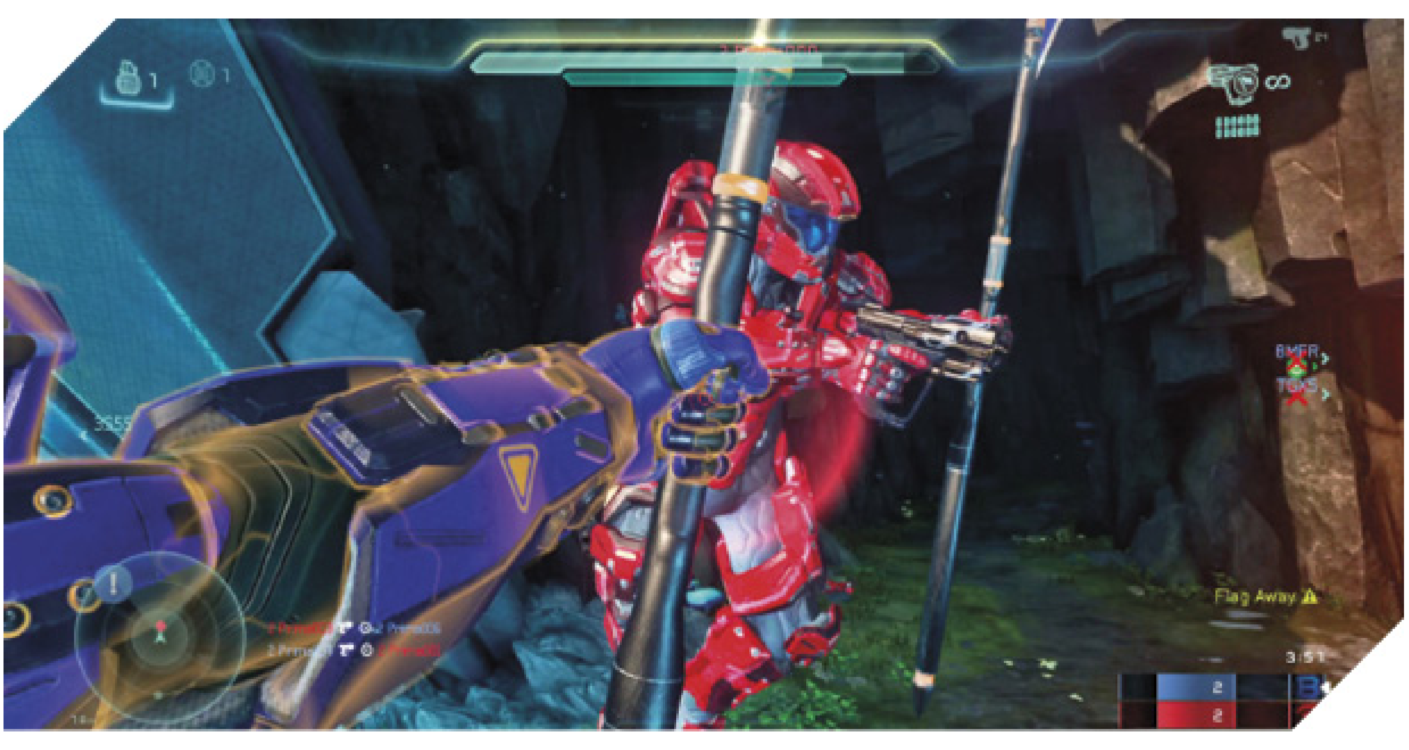
Get familiar with the various jumps you can make in the Fridge and Oven locations. Various clamber spots work for getting onto or around Top Mid.



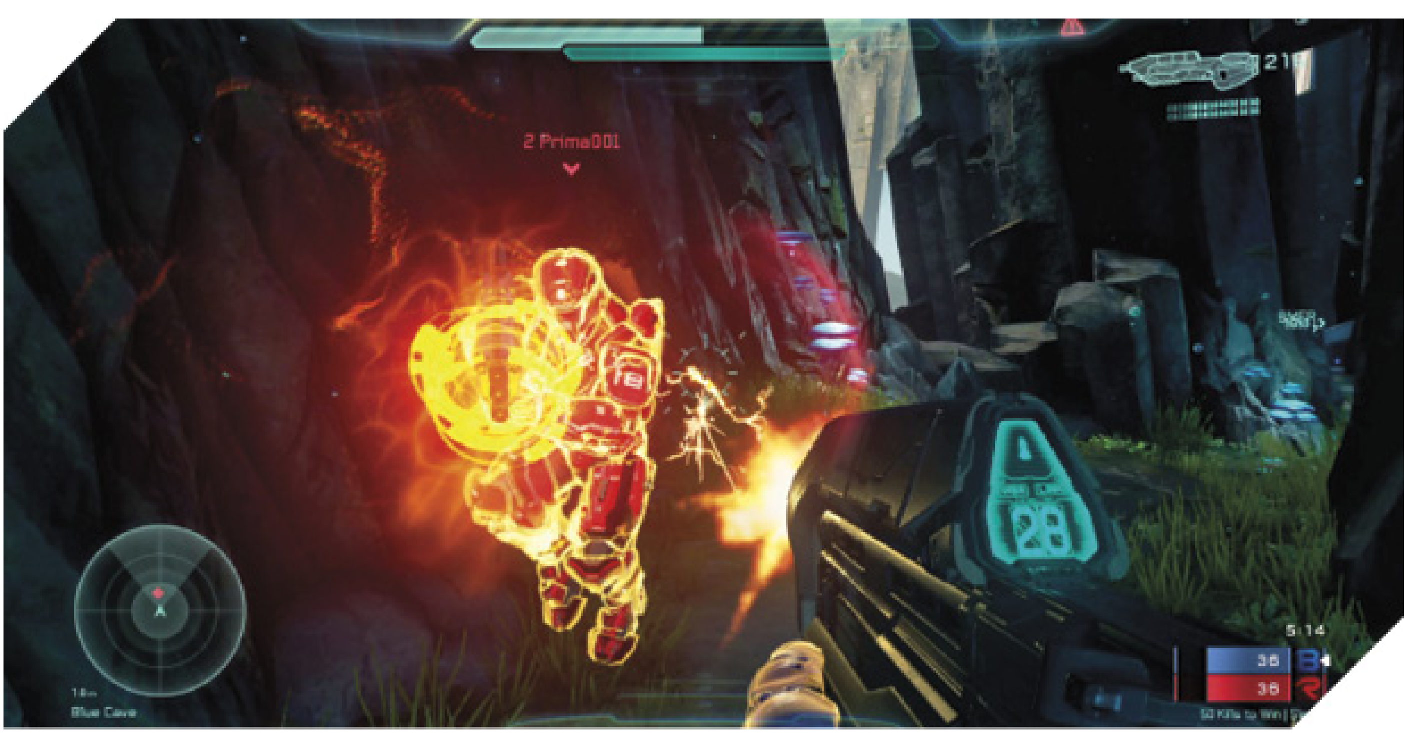
Try running up the ramp-like wing of the bridge near your team's base. If you sprint and jump off this feature, you can clamber your way up onto Top Mid. If you sprint, crouch, jump, thrust, and stabilize, you can launch yourself across the map, landing on the opposing team's bridge.



In Capture the Flag, once you're familiar with thrusting and throwing the flag forward, advance along or around Top Mid. This area offers multiple routes as well as decent cover for the flag carrier. Speedy, direct routes along Top Mid are the most successful. The flanking routes may leave you exposed or vulnerable to grenades.



Learn how to maneuver around (or over) the various rocks and irregular geometry on the map. Make note of which features you can jump over, clamber onto, or skirt around. Getting caught up on one of these features can put you at a serious disadvantage during a firefight.



PRO TIP

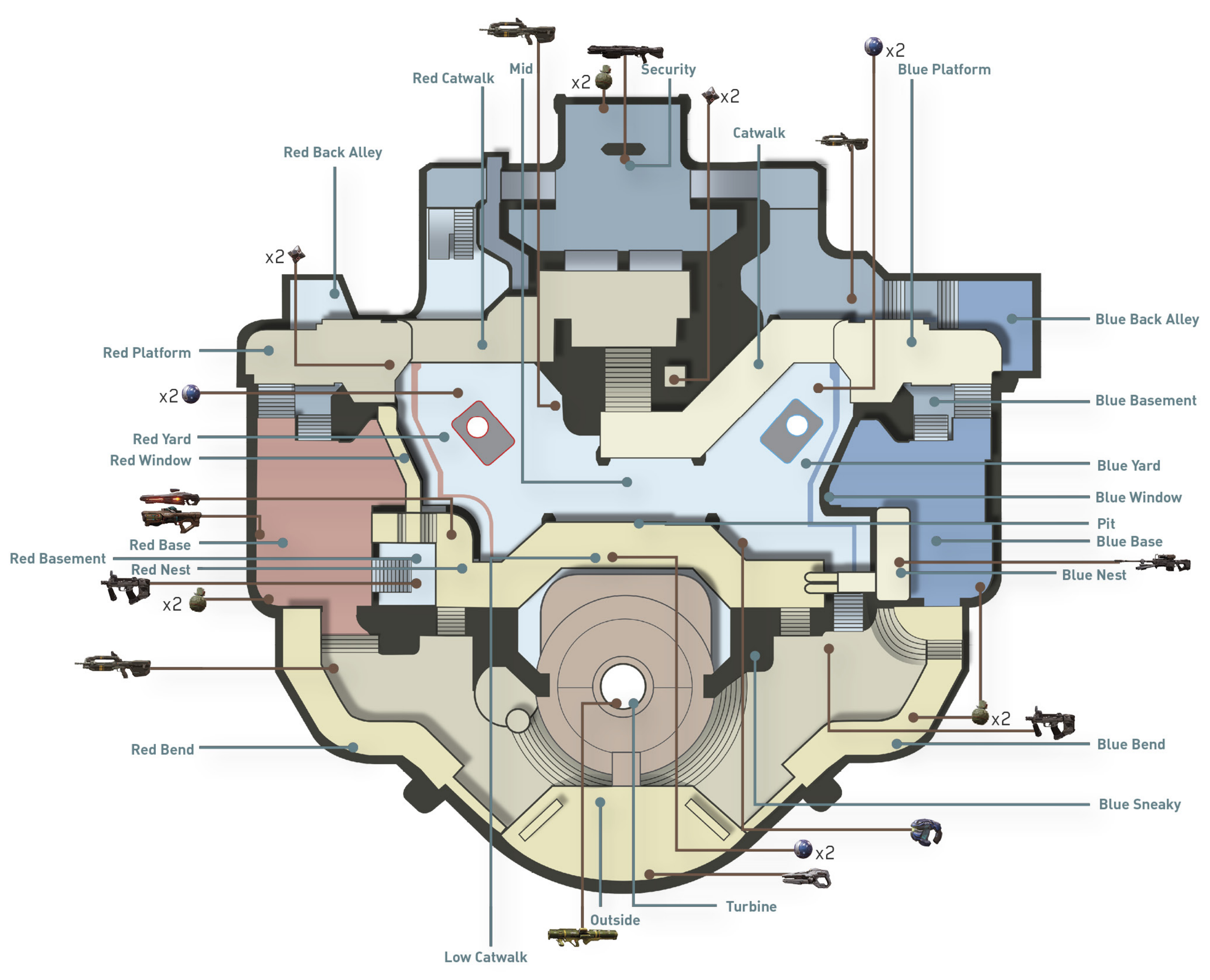
The Green Tower is the focal point on this map, allowing control of the Sniper Rifle and Rocket Launcher. The Rocket Launcher is in an open area, which makes it hard to obtain from the start unless you're covered by allies—use precision shots or great bank grenades off the tower slides. If you can successfully obtain the Sniper Rifle, use the great sight lines on the map to pick off enemies sneaking into the base or the ones going up to the Yellow Tower. Sniping from the Caves gives you great vantage points and makes you hard to kill, given the cover surrounding you. Sniping from bridge to bridge is also huge, because you can cover your teammates as they run the flag back to the base during Capture the Flag. If the map is controlled properly, head over to the Yellow Tower to gain the best advantage of the map. But remain cautious; the enemy will target you immediately because you are the most annoying player on the map. From the Yellow Tower, you can see most of the map. Holding this position can be a game changer, especially if a player is on fire with snipe shots! Enjoy the view and easy pickings.

— Carlos "Cpt Anarchy" Morales

ARENA

Arena

Eden



Description: Only now—years after the Human-Covenant War—do many Andesian citizens feel secure enough to return to the metroplex centers.

Game Modes: Slayer, Strongholds

This map is a remix of Empire utilizing a similar environment and art style. However, Eden plays much differently due to the map's asymmetrical layout and verticality. Eden's larger size also opens up more sight lines, so be mindful of opponents wielding the Sniper Rifle.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Hydra Launcher	Red Base	0:10
	Rocket Launcher	Turbine	2:00
	Shotgun	Security	0:10
	Sniper Rifle	Blue Nest	3:00

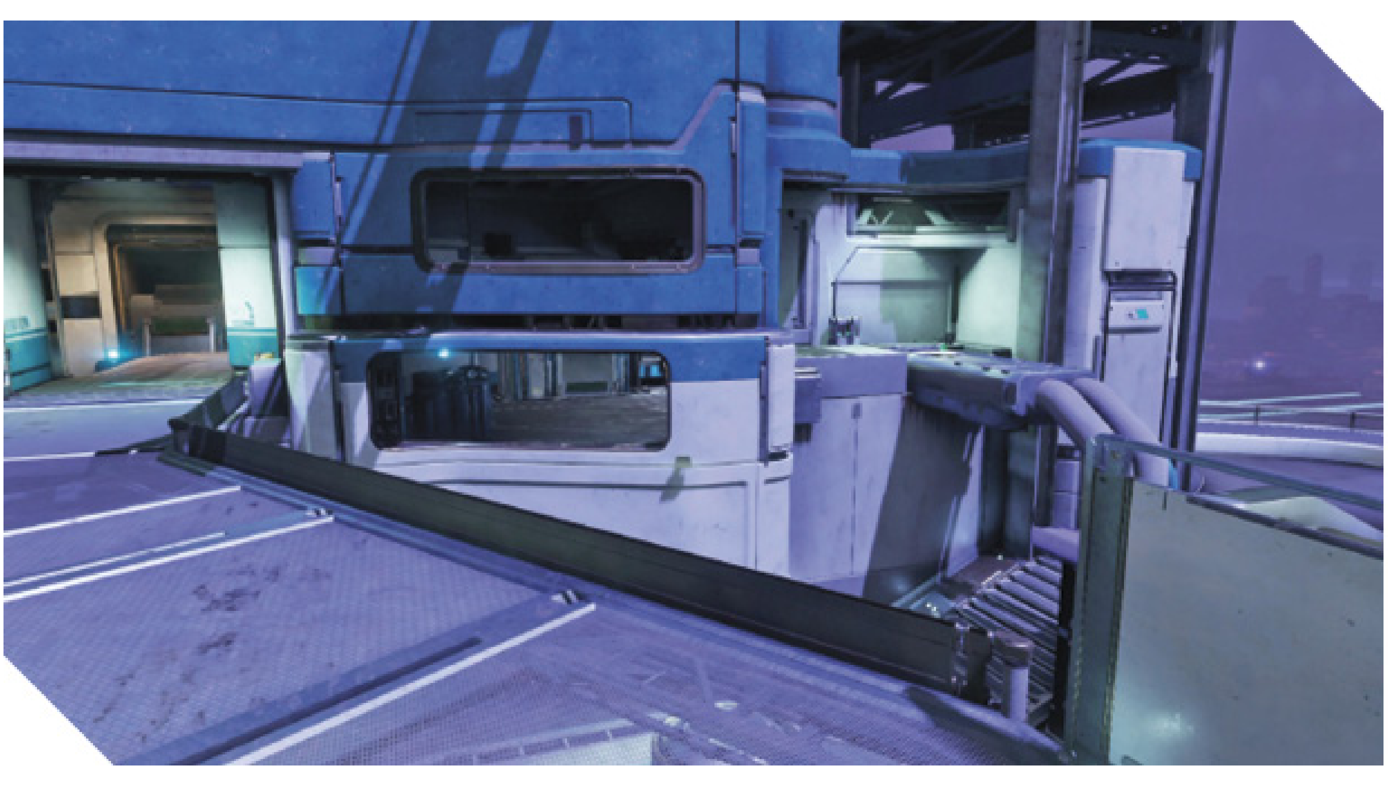
STARTING MOVES

- **Red Team:**Make an early push for the Shotgun at Security. Thanks to its close proximity to Red Base, the Red Team has the best chance of reaching the Shotgun first, but speed is key. If you can't make it to the Shotgun, grab the Hydra Launcher (at Red Base) and engage the Blue Team as they exit their base.
- **Blue Team:**Use the Sniper Rifle at Blue Nest to score quick kills on the Red Team as they rush toward the Shotgun or Rocket Launcher. Alternatively, use the Blue Sneaky hole in Turbine to reach the Rocket Launcher and hoof it back to Blue Nest to help manage traffic at Security.

POWER POSITION: BLUE BASE

HOW TO LEVERAGE

Due to its height advantage, the blue side of the map is a popular area to lock down, particularly for those equipped with the Sniper Rifle. From positions like Blue Nest, Blue Window, and Blue Platform you can engage traffic along the catwalks as well as rain down grenades into the Blue Yard and Pit.

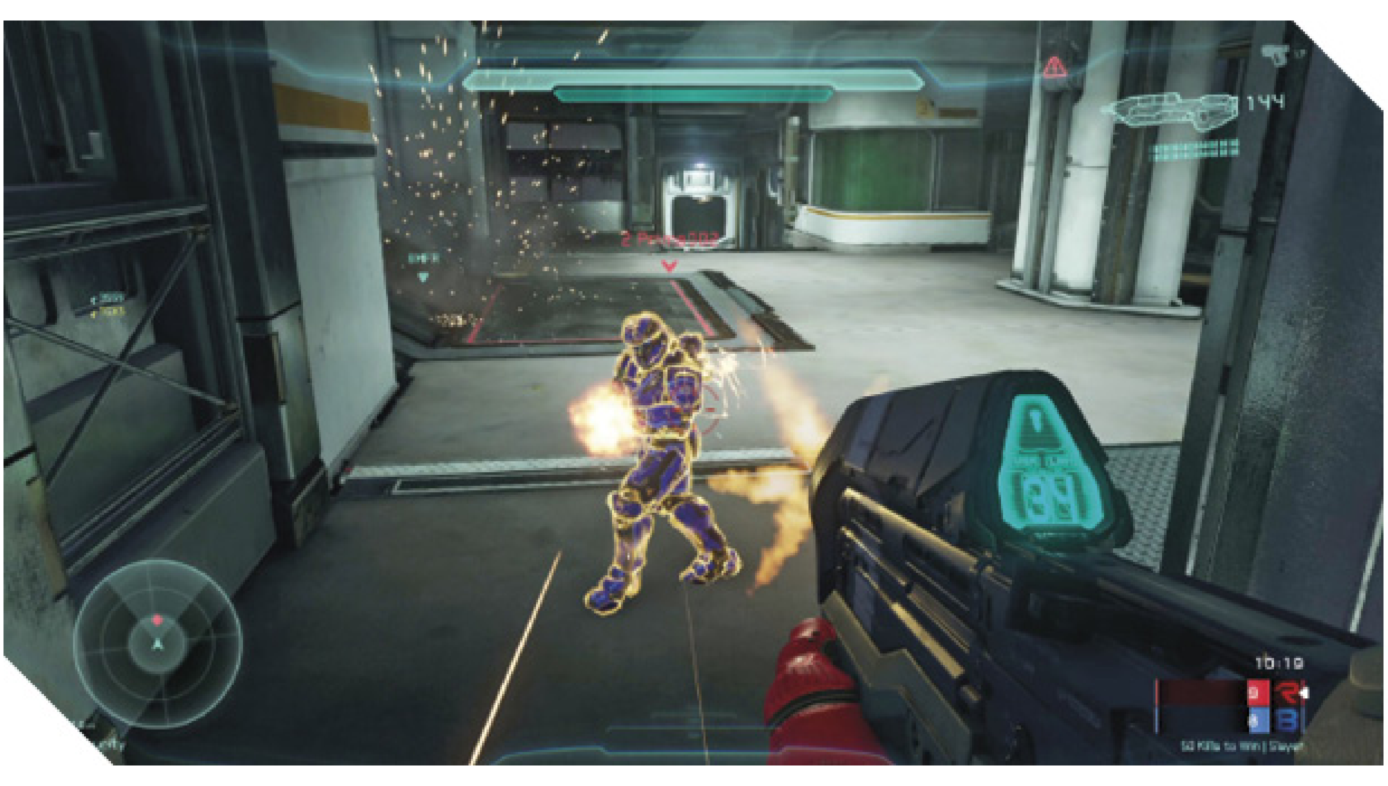


HOW TO COUNTER

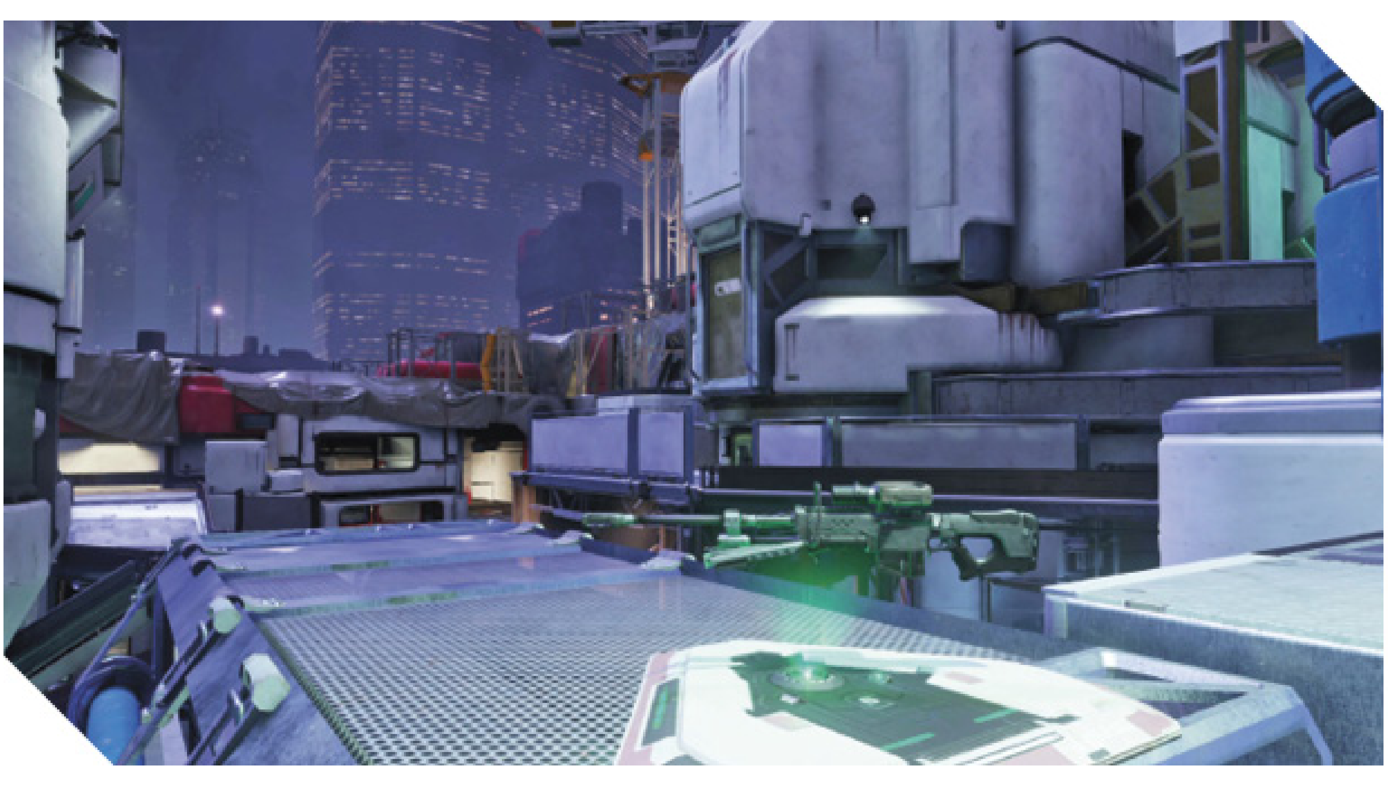
If the opposing team has taken control of the blue side of the map, avoid moving through the center, where you're most likely to be spotted and picked off. Instead, hook around the perimeter of the map, moving through Outside to flank. Such maneuvers are most successful when a teammate provides cover fire from Red Nest using the LightRifle.

TACTICS

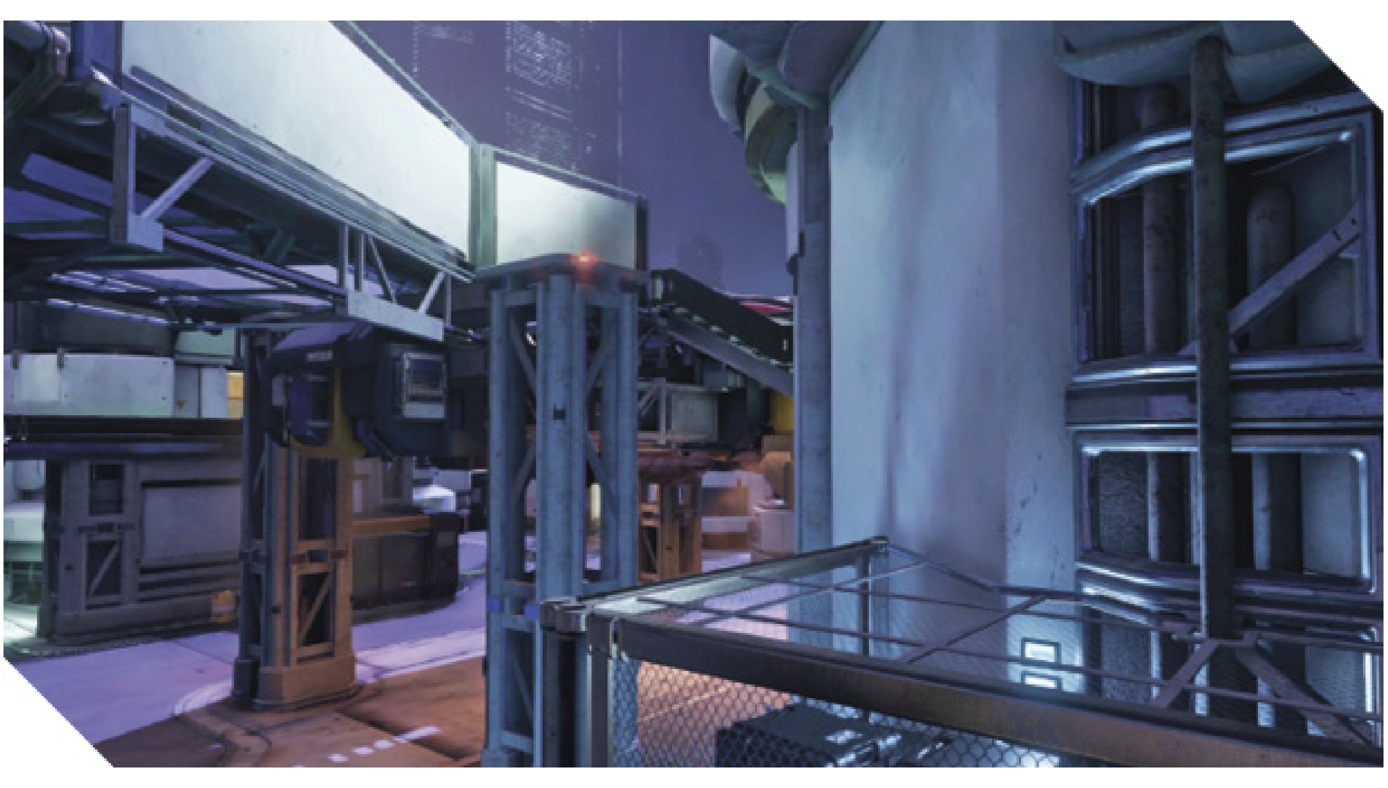
Expect heavy resistance in Security as both teams vie for control of the Shotgun. Holding down this room with the Rocket Launcher all but guarantees your team's access to the Shotgun. However, watch out for grenades flying in from the doorways.



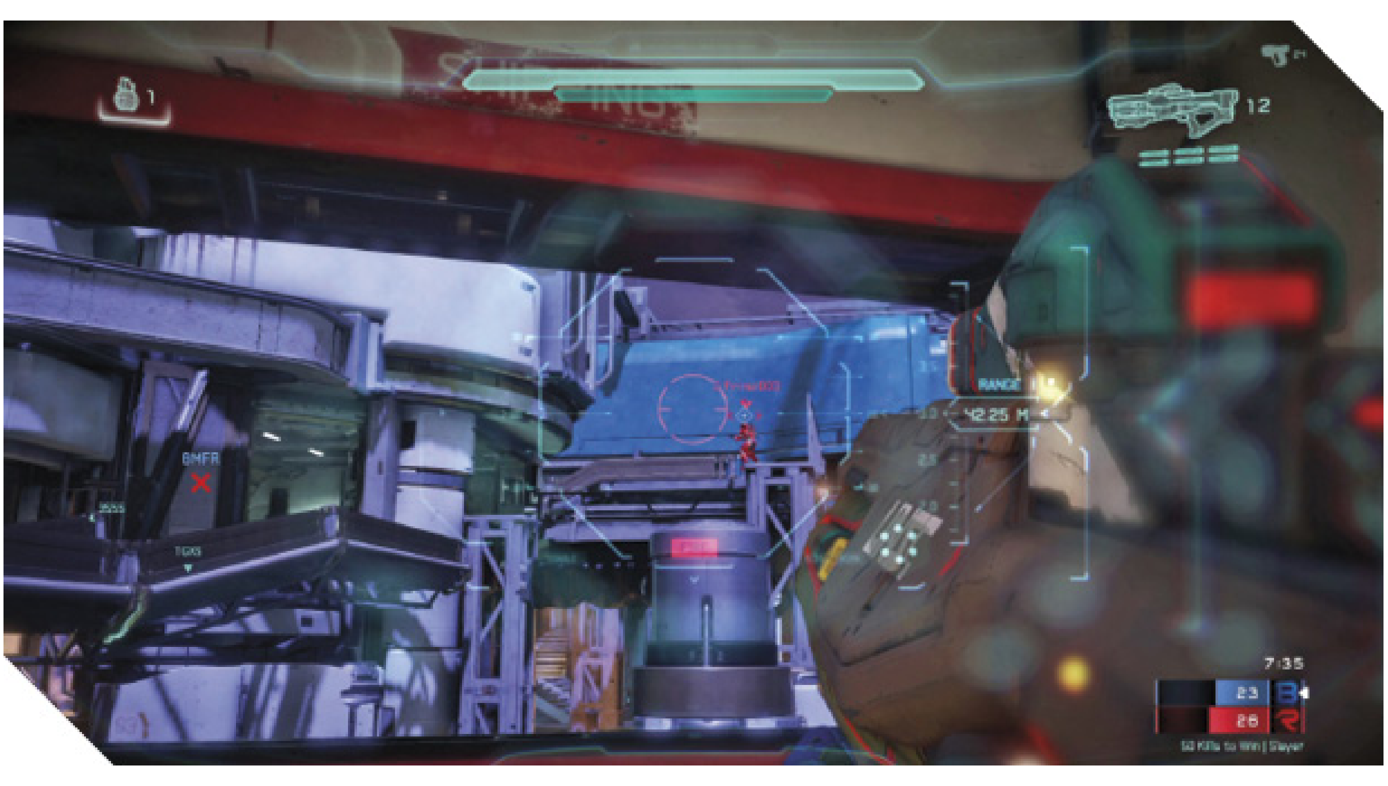
Try to keep a precision weapon in your loadout at all times to take advantage of the map's long sight lines. If you can't gain access to the Sniper Rifle or a LightRifle, use one of the Battle Rifles to reach out and hurt someone.



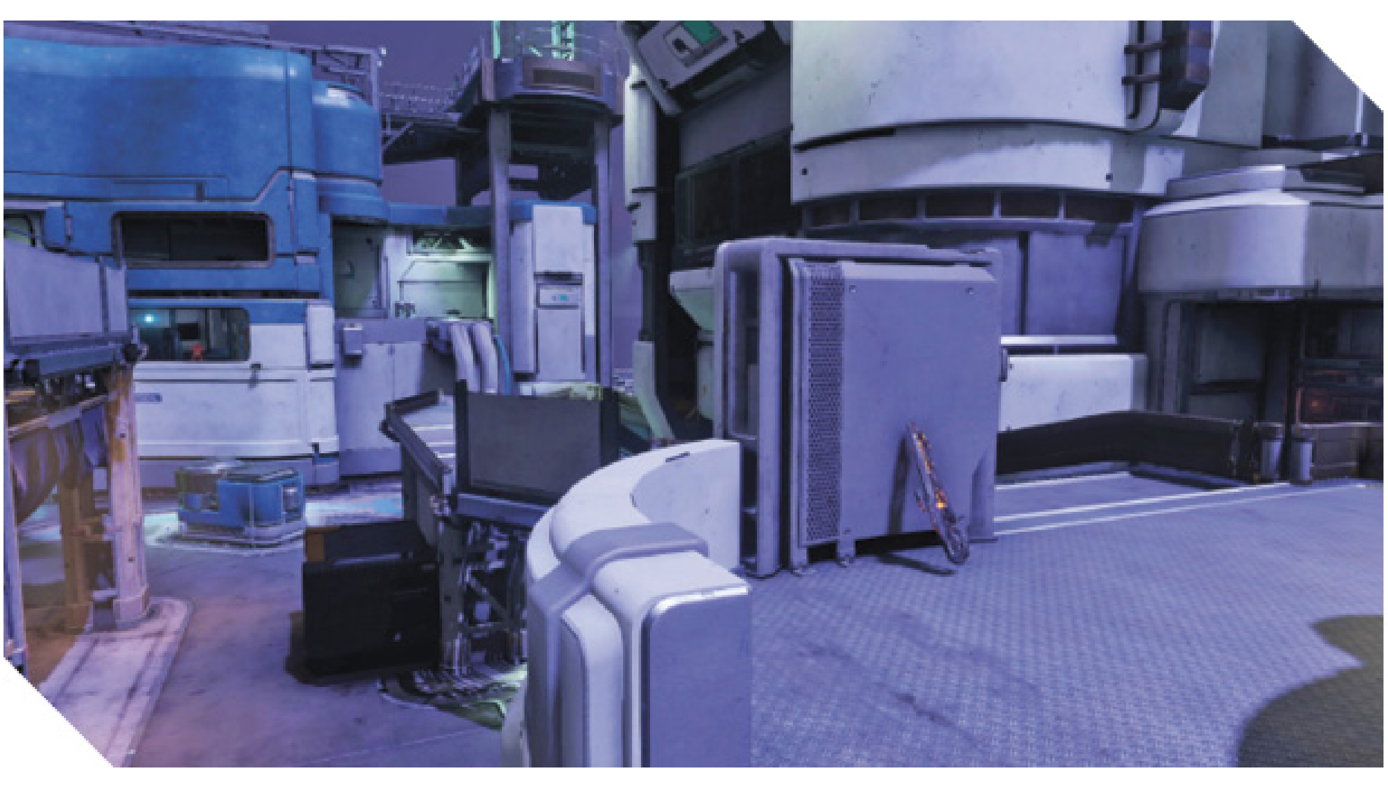
When entering Security from the Blue Yard, jump on the caged box and then jump and clamber onto the nearby pillar by the Catwalk—there are Pulse Grenades on top of the pillar. Use this pillar as a transition point between the Blue Yard and Security. This is a popular route when trying to secure the Shotgun.



Use the Hydra Launcher spawned at Red Base to score indirect hits on targets. Aim and lock on to your target first, then look away, firing the weapon just before the lock is broken. Firing the Hydra indirectly causes the rockets to curve toward the target, which is perfect for hitting opponents obscured by cover.



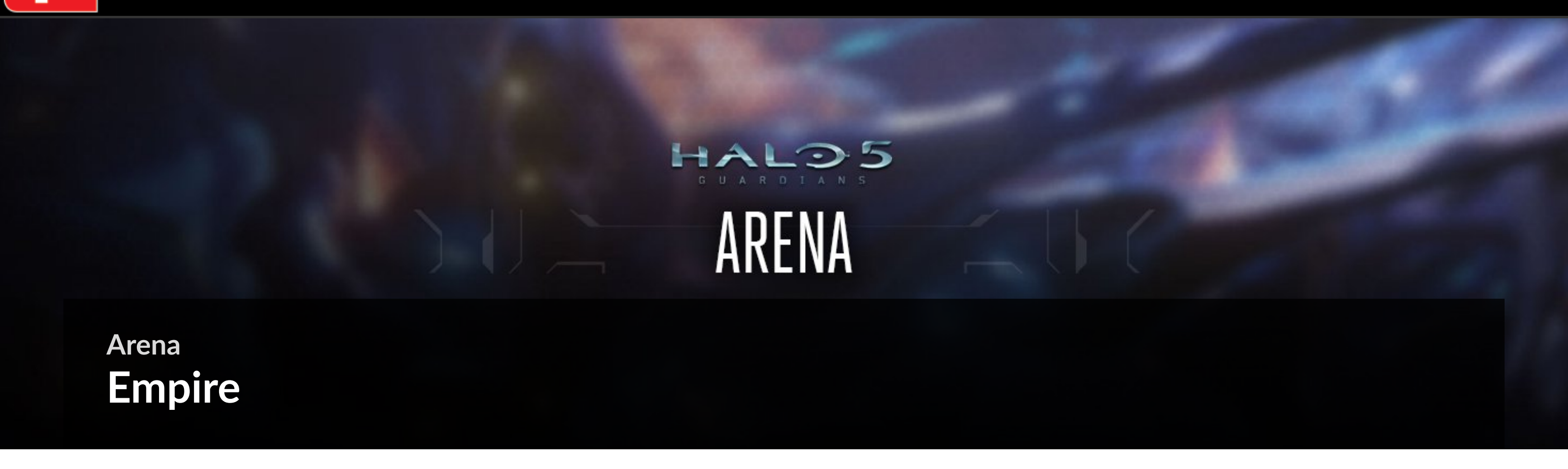
Don't overlook the LightRifle located at Red Nest. Its high magnification and three-shot-kill capability make it a good option for engaging opponents at Blue Base. Use it as a counter-sniper weapon to pick off opponents wielding the Sniper Rifle. Peek around the gray wall at Red Nest to take shots, then strafe back into cover to avoid incoming fire.



PRO TIP

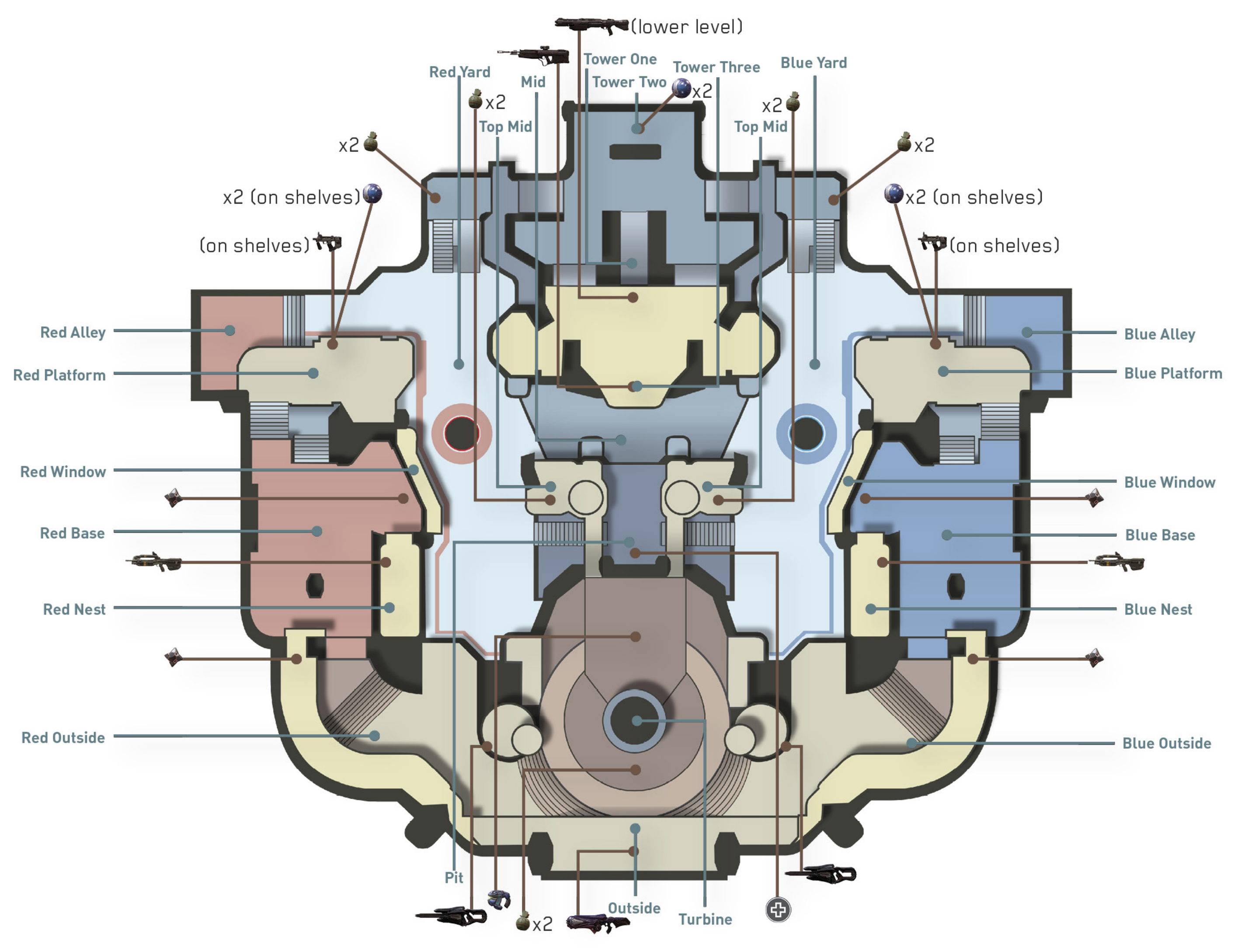
When held correctly, Catwalk is the most powerful position on the map, since it gives you a dominating presence over the center of the map. The two biggest threats are Security and Red Catwalk, so be sure to check these locations often—with every other spot you can get shot from, you can hide behind the walls or sprint away.

— Dave "Walshy" Walsh



Arena

Empire



Description: Military-industrial concerns that power the UNSC war machine are prime targets for Insurrection factions.

Game Modes: Slayer, Capture the Flag, Strongholds

A symmetrical variant of Eden, Empire is one of the smallest arena maps in *Halo 5: Guardians*, making for some intense close-quarter firefights—grab the Shotgun and go to work! Add the new Spartan abilities (like thrust and clamber) to the mix and you're in for a fast-paced, chaotic match on any game mode.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Plasma Caster	Outside	2:00
	Shotgun	Tower One	0:10
⊕	Overshield	Pit	2:00

STARTING MOVES

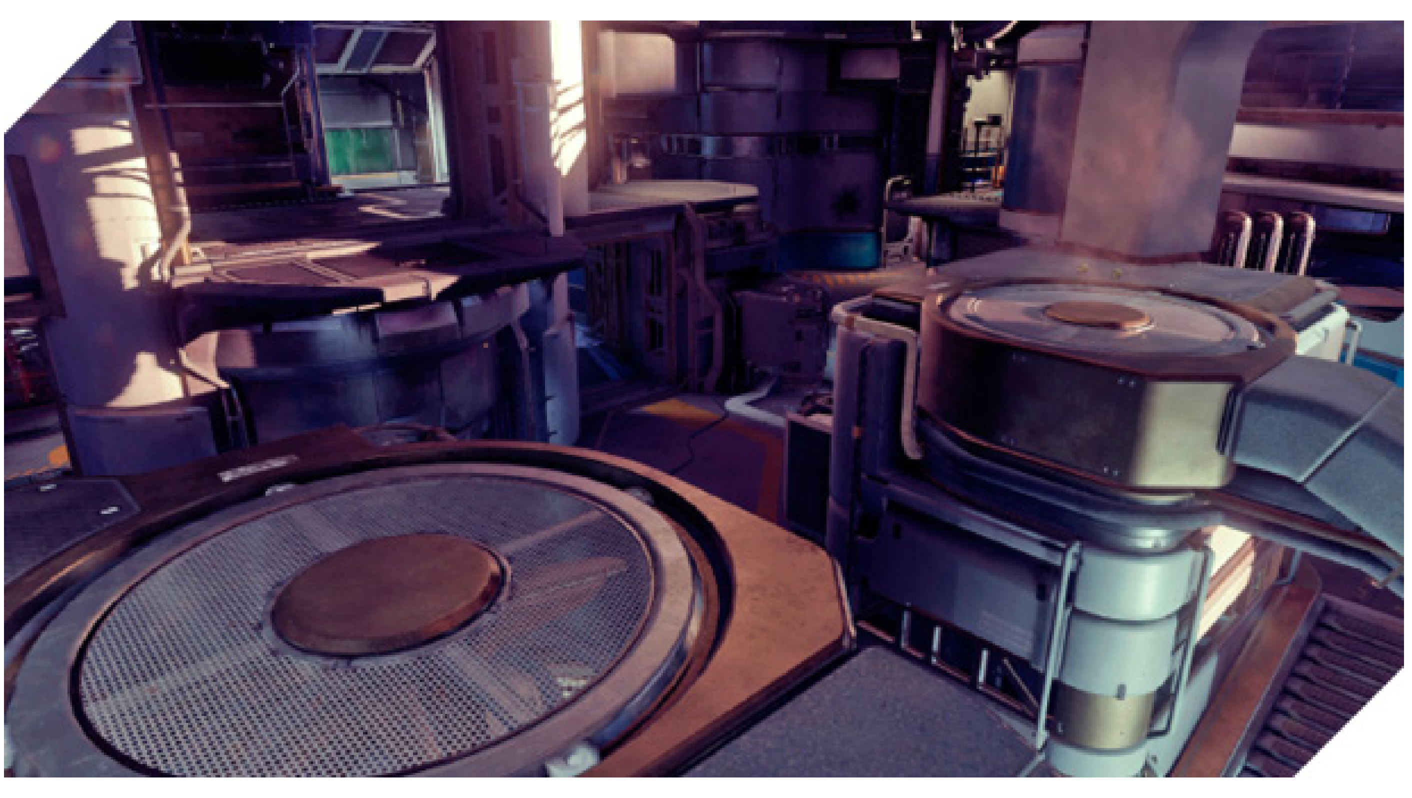
- Don't waste any time before making a move for the Overshield. To reach it before the competition, sprint out your team's Window, do a Spartan Charge, then thrust toward the Pit. Doing a Spartan Charge followed by a quick thrust gives you the speed necessary to reach the Overshield before anyone else—unless they do the same thing. As usual, controlling the Overshield is crucial to dictating the flow on this map, particularly during Slayer.

- Alternatively, swap out your Assault Rifle for a Plasma Pistol, located at Turbine. In the event the opposing team secures the Overshield, the Plasma Pistol is the best way to counter it. A fully charged shot from the Plasma Pistol can instantly drain the shields of an opponent, even if they have Overshield equipped. Once you have the Plasma Pistol, rush to Tower One and exchange your Magnum for the Shotgun—then use it to defend Tower One.

POWER POSITION: TOP MID

HOW TO LEVERAGE

For reconnaissance purposes, Top Mid is one of the most advantageous positions in Empire. From here it's possible to monitor the entire map. But instead of camping here, see where the enemy team is moving, then move out to counter while calling out enemy positions to your teammates. Lingering on Top Mid too long leaves you exposed.

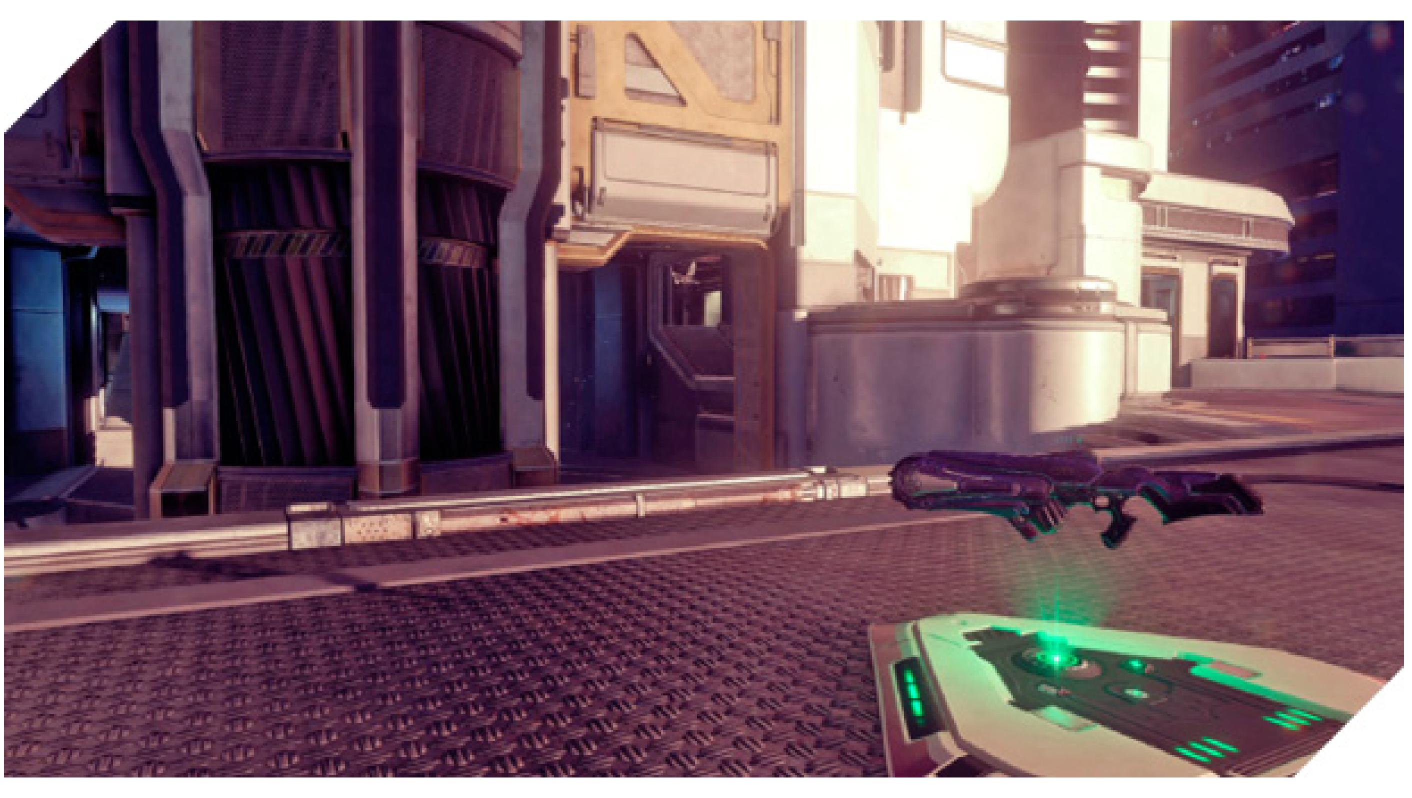


HOW TO COUNTER

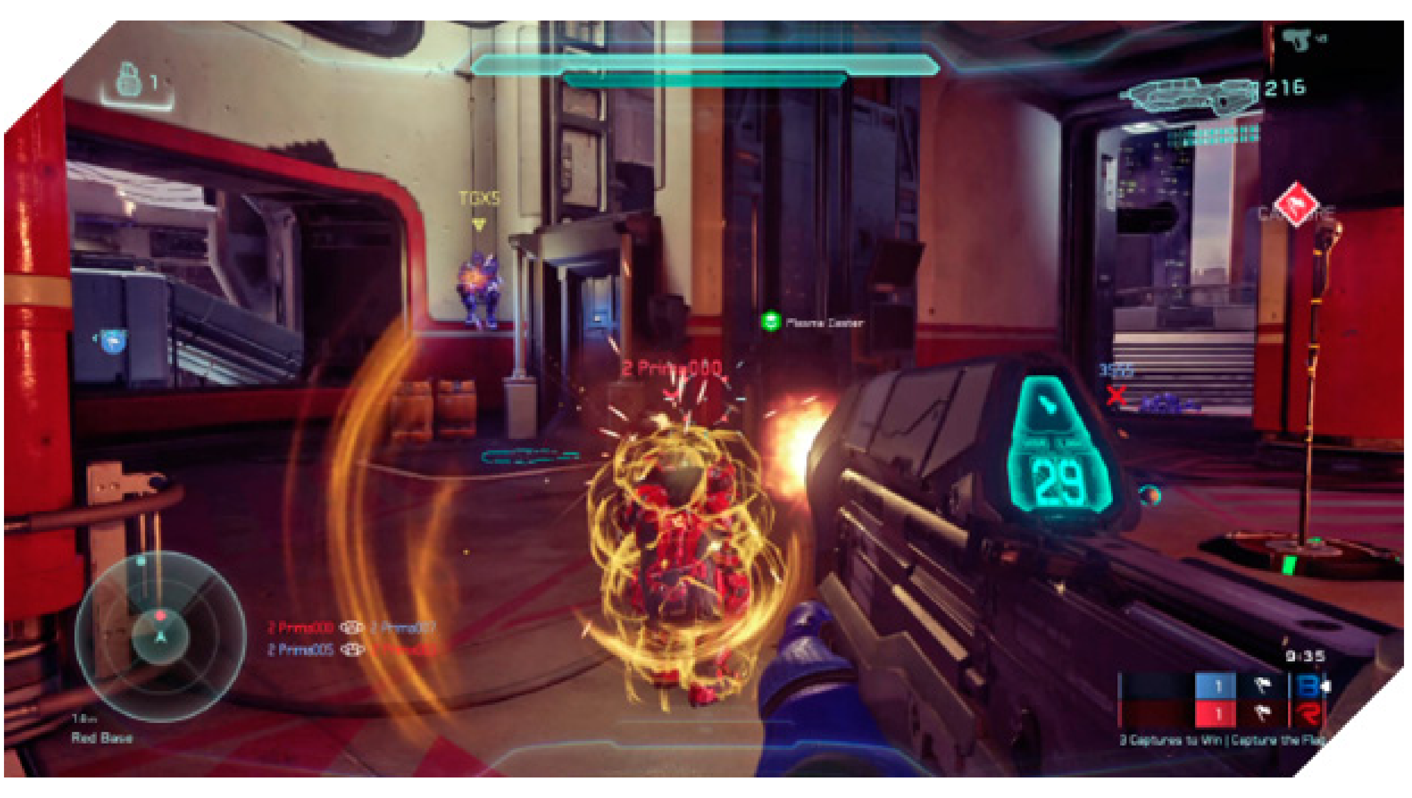
Due to the lack of cover at Top Mid, countering opponents at this position is relatively straightforward—open fire, toss grenades, or open fire with the Plasma Caster. Even if you can't score a kill, chasing opponents off Top Mid prevents the opposing team from monitoring your team's movements.

TACTICS

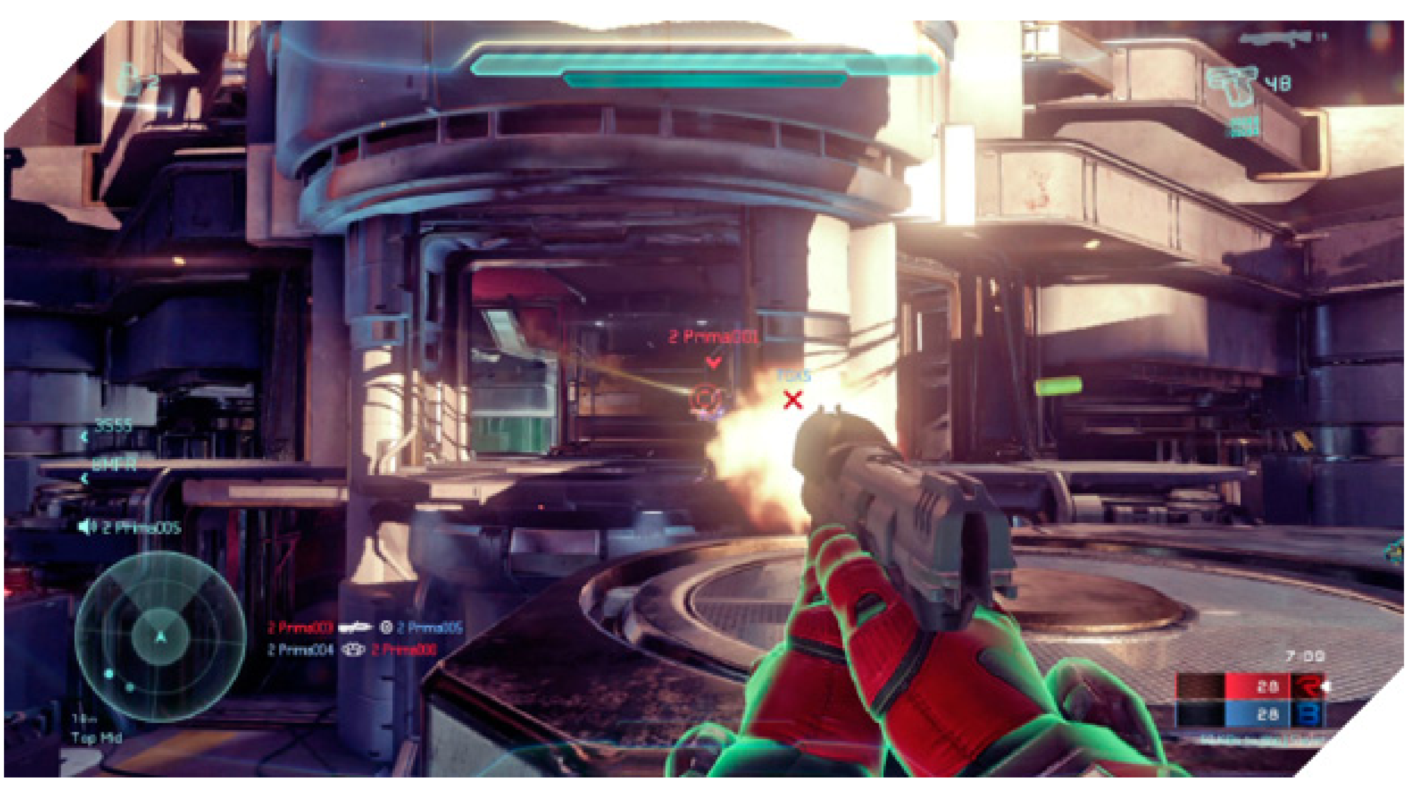
The Plasma Caster comes in handy for hindering enemy movement in key areas like the Pit and Tower One. Bombard these areas to maintain control of the Overshield and Shotgun. Or if being pursued, use the Plasma Caster to cut off routes, allowing you to escape.



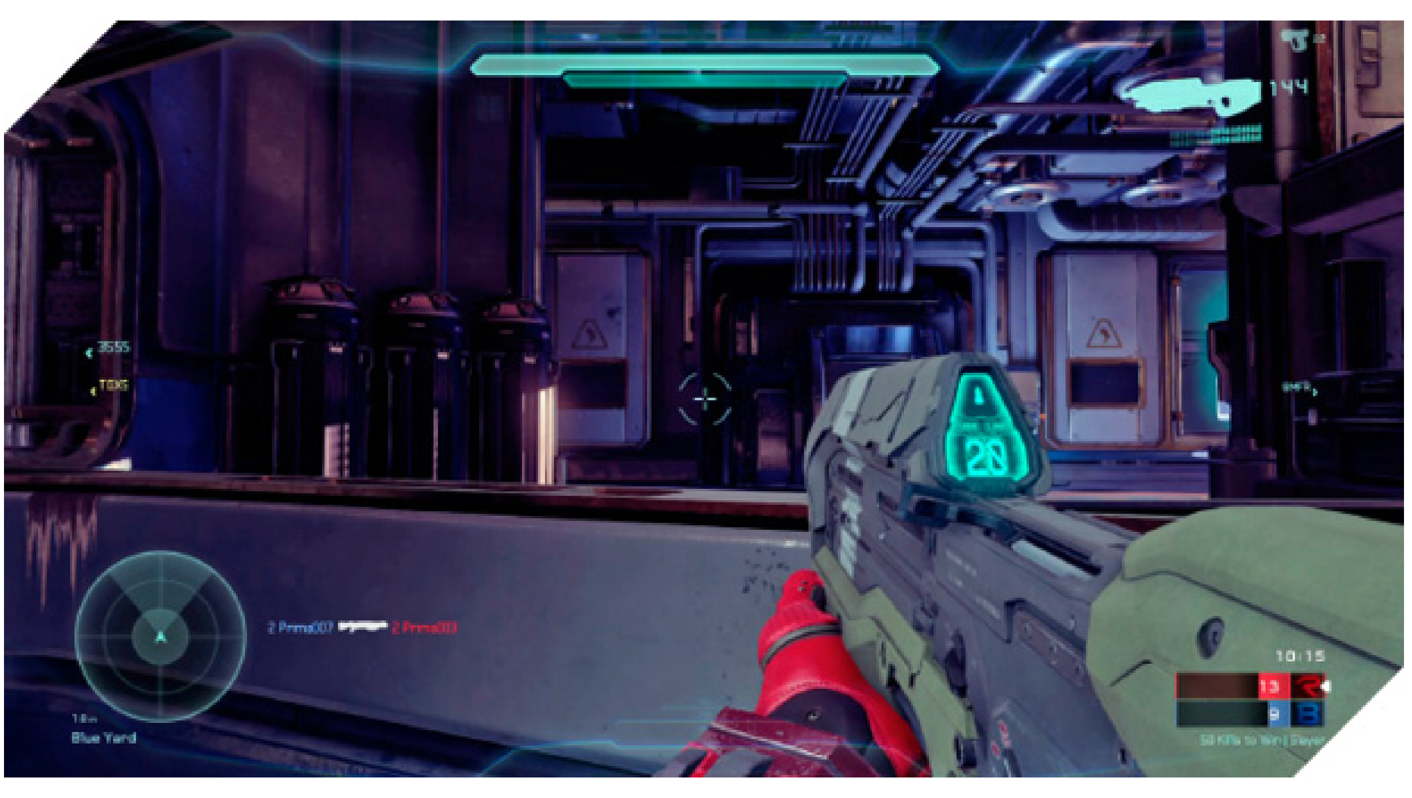
During Capture the Flag it's best to carry the flag through the center of the map, pushing directly through the Red or Blue Window. Drop the flag in the opposing team's Yard to draw out opponents, then continue through Mid before carrying the flag into your base through the alley stairway.



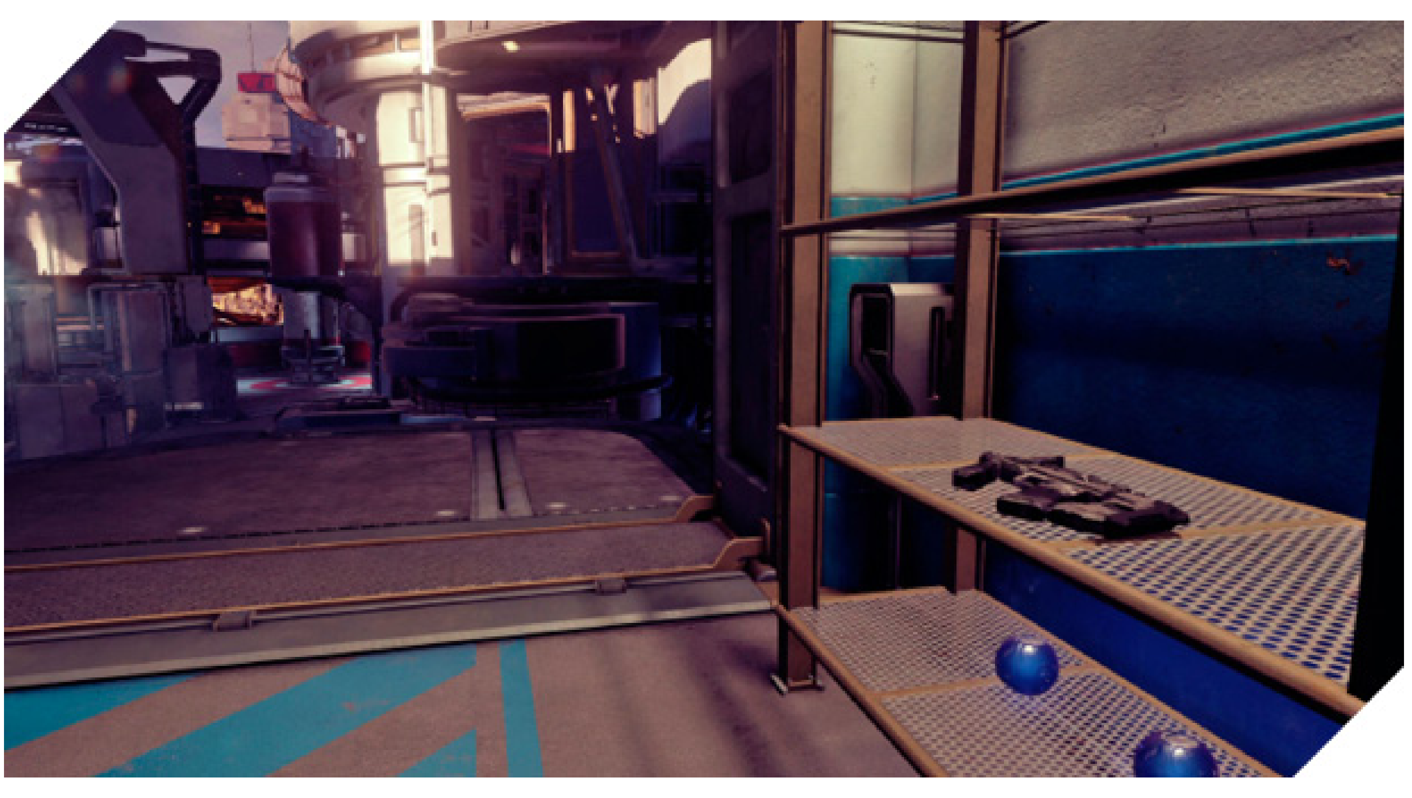
Want to reach Top Mid fast? Run out onto the Red or Blue Nest balcony (where the Battle Rifle spawns) and then sprint and thrust to climb onto Top Mid.



When it comes to jumping on Empire, instead of always relying on clambering, simply crouch jump. This gives you the necessary altitude to reach most ledges—like jumping into the Red or Blue Window from the respective Yard. While crouch jumping you can still aim and fire your weapon—something you can't do while clambering.



Close-quarter weapons are a must on Empire. If you can't get the Shotgun, consider grabbing an SMG from the Red or Blue Platform. The SMG's high rate of fire is great for chewing up opponents at close range.



PRO TIP

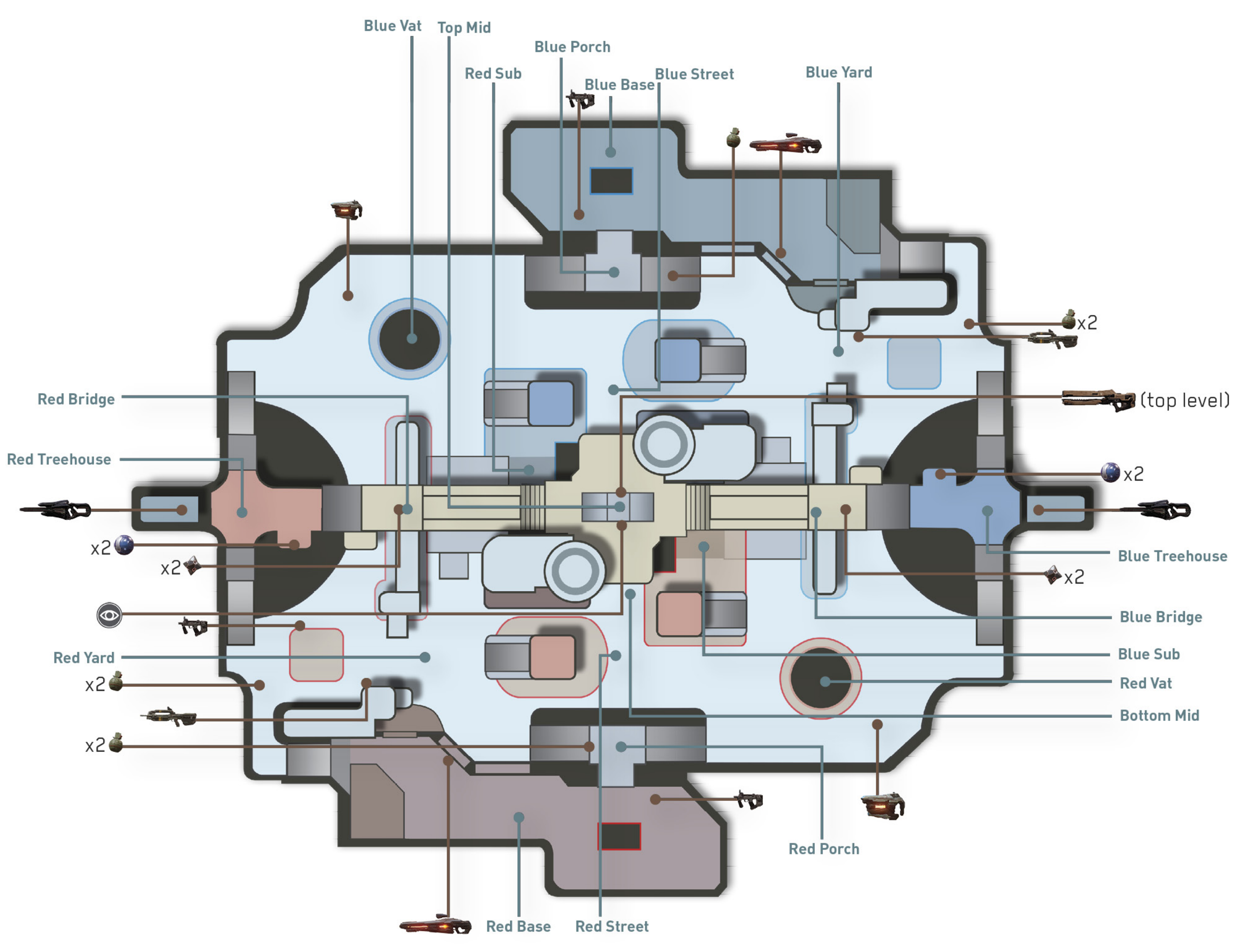
Most of the fights take place in the center of the map. The Overshield spawns in the bottom of the Pit, which causes these interior battles. Try to control all three floors of the Tower. This gives you the best lines of sight while helping your team acquire the Overshield. Attacking from Turbine is a sneaky move, but if an enemy has the proper setup they will spot you and melt you before you get the Overshield—maybe you'll get lucky and burn the power-up, but most likely you won't vs top-tier players. The outside of the map makes for great flanking routes or sneaky objective runs. Coordinate these runs with your teammates at Tower and have at least one teammate at base, in the Nest or Window. From these elevated positions they can call out enemies to help set up your next move.

— Carlos "Cpt Anarchy" Morales

ARENA

Arena

Fathom



Description: The UNSC explores Beta Gabriel's vast oceans in hopes of recovering wreckage hidden in the crushing depths.

Game Modes: Slayer, Capture the Flag, Strongholds

Fathom is a symmetrical map with a solid mix of close and long-range sight lines—maintain a versatile loadout to deal with threats at any range. This underwater facility features two submarine bays in the center—watch your step here to avoid falling in the water.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Railgun	Top Mid	2:00
	Active Camo	Bottom Mid	2:00

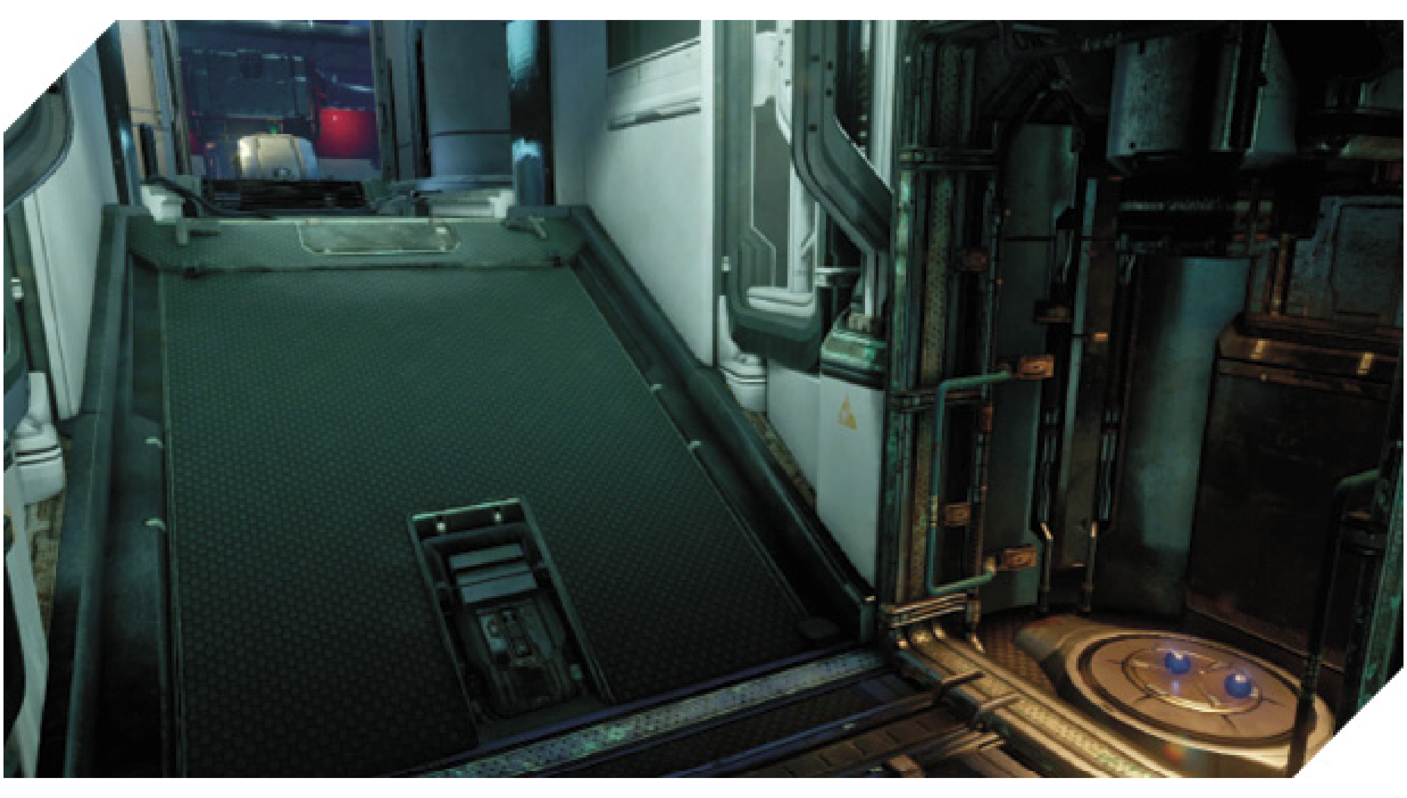
STARTING MOVES

- ▶ Rushing the center of the map is key to grabbing the Railgun or Active Camo. To quickly reach the Railgun, run through your team's Yard toward the Red or Blue Sub. Jump onto the sloped ledge above the Sub marked "Scuba." From this ledge you can jump and clamber onto Top Mid to reach the Railgun, giving your team an early advantage.
- ▶ If you're not making a push for the Active Camo or Railgun in the center, flank out toward the opposing team's Vat or Treehouse and engage opponents rushing toward Bottom Mid—this can help your team acquire the Active Camo.

POWER POSITION: RED/BLUE TREEHOUSE

HOW TO LEVERAGE

Given the flurry of activity around Top Mid, it's a good idea to watch this area from a distance and pick off opponents making a play for the Railgun. Both Treehouses offer a good view of the Red and Blue Bridges as well as Top Mid. Grab a LightRifle and score hits on opponents moving through Top Mid. If you can't get a LightRifle, a Battle Rifle is a competent alternative.

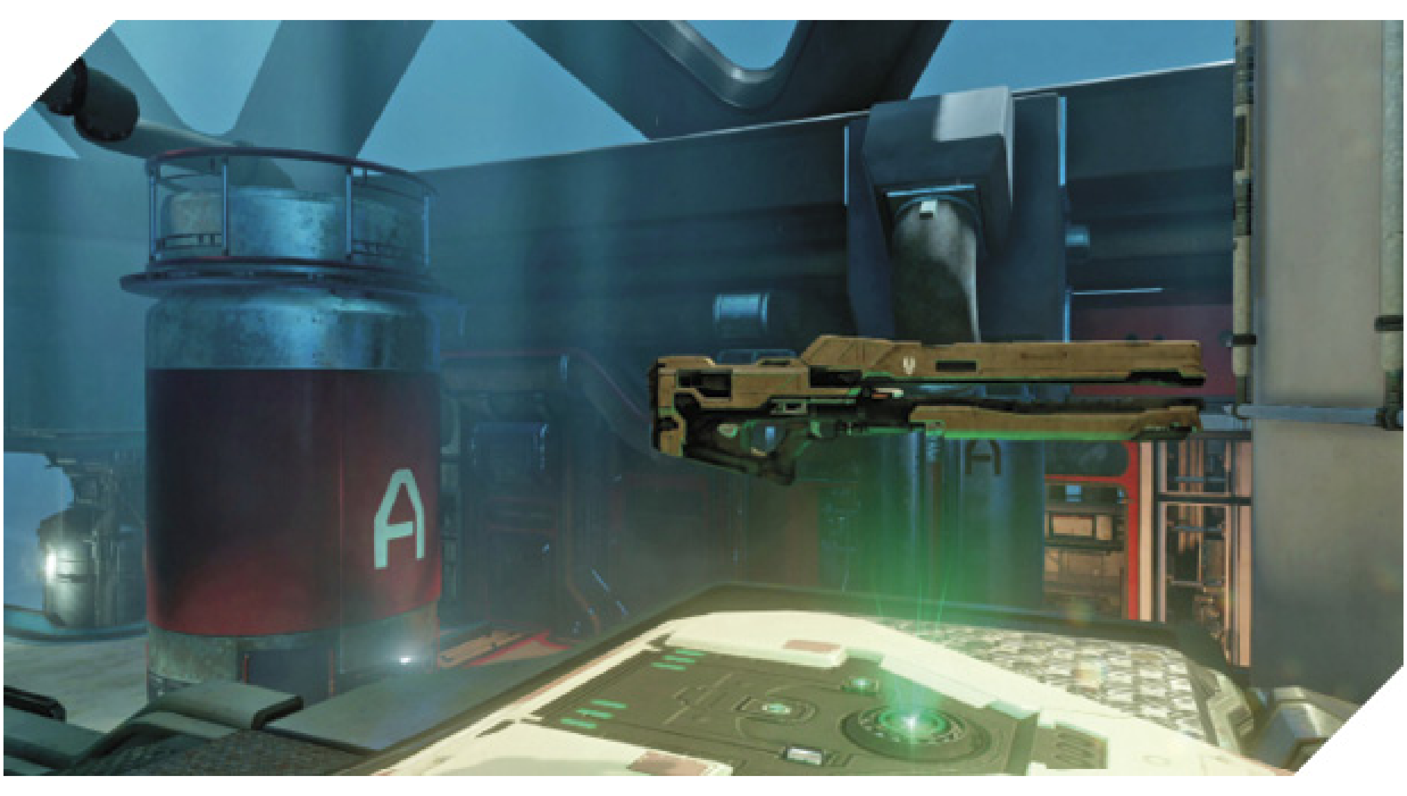


HOW TO COUNTER

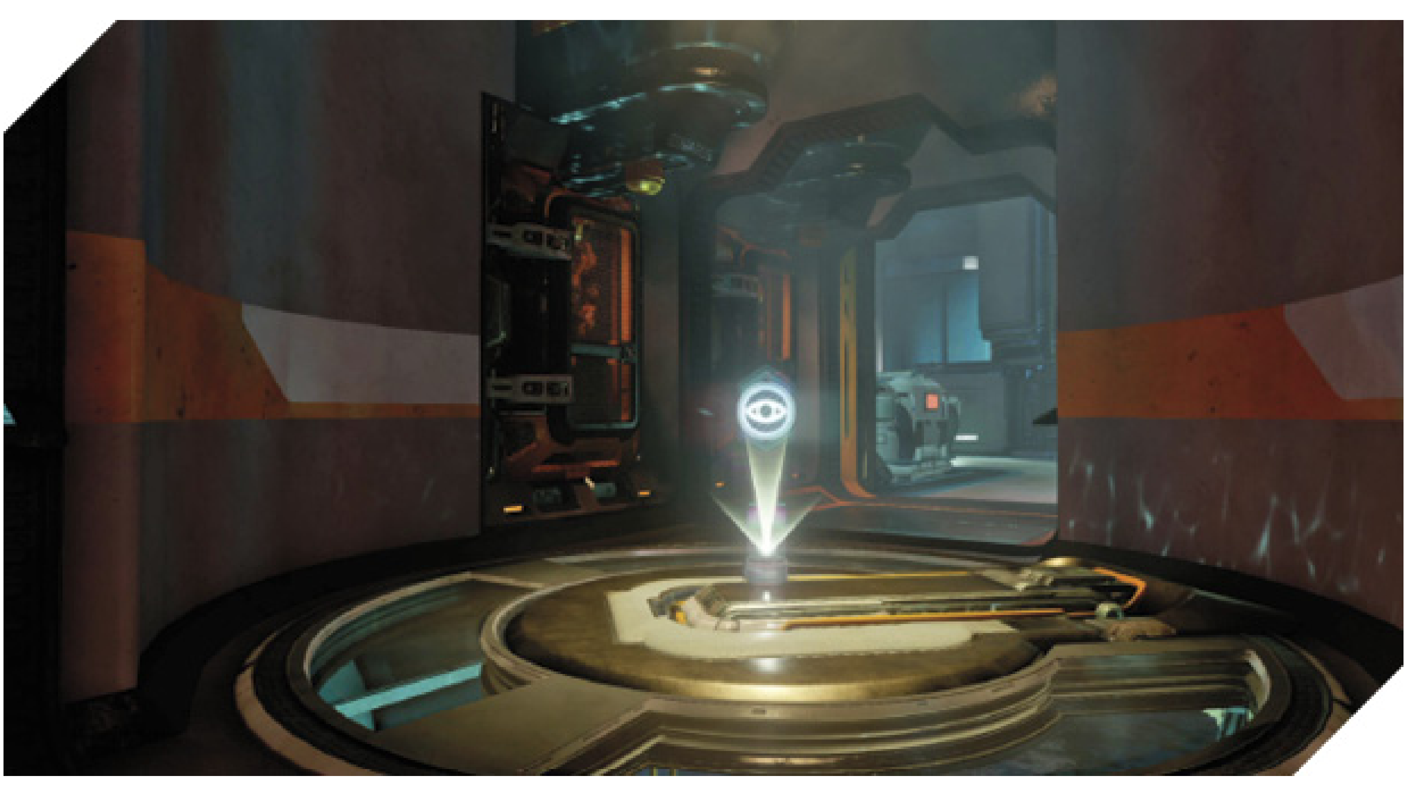
If the opposing team holds one of the Treehouses, engage with a LightRifle or Battle Rifle, preferably from the Treehouse on the opposite side of the map—long-range duels between the two Treehouses are common. Or take the fight to close range by flanking the enemy-held Treehouse and lighting up opponents with an SMG or Storm Rifle. Crouch jump through the opening at Red or Blue Sneaky to take opponents by surprise.

TACTICS

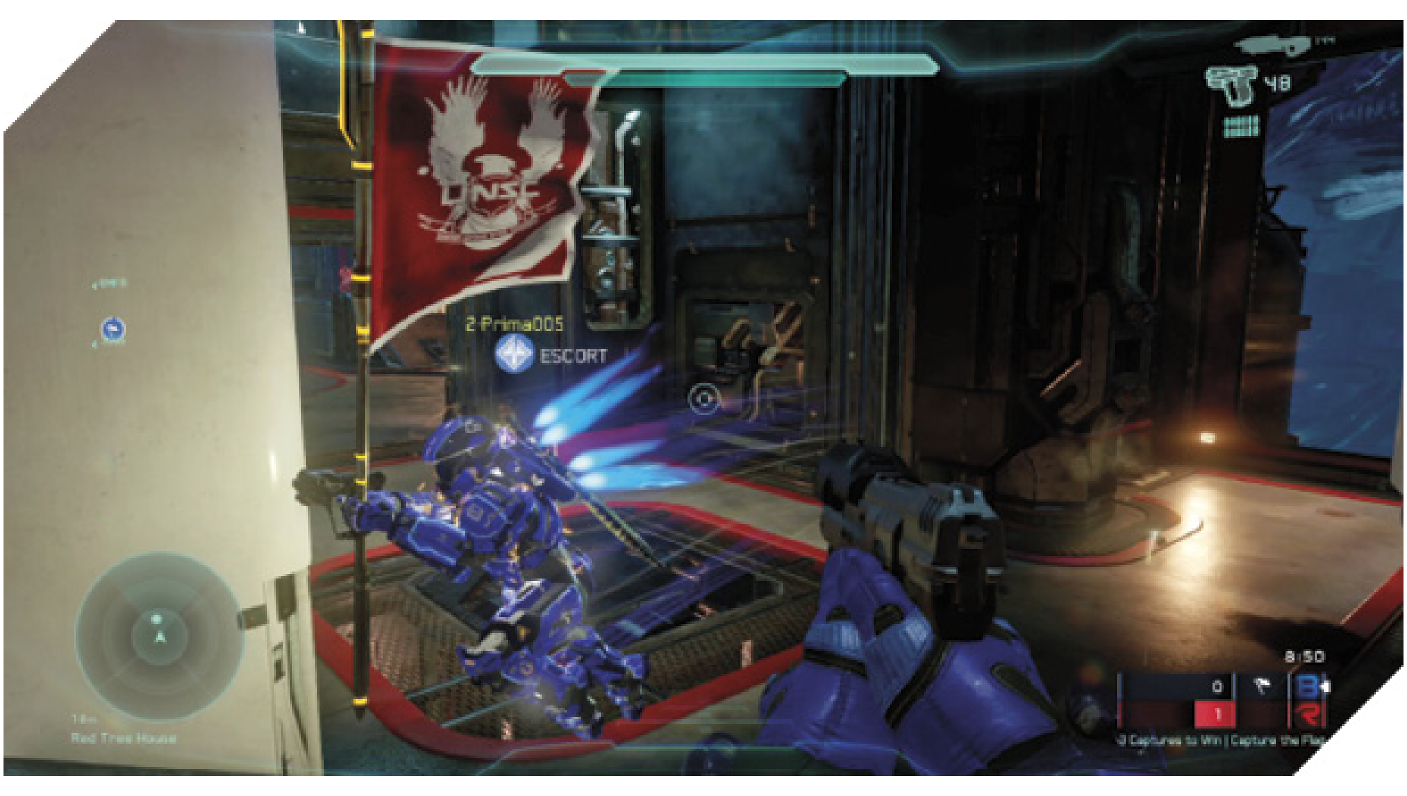
When wielding the Railgun, hold near Top Mid and fire down on opponents scurrying about in Red or Blue Yard. This is a stand-off weapon best deployed at long range—swap to a rapid-firing weapon when moving through high-traffic, cramped locations like the Treehouses.



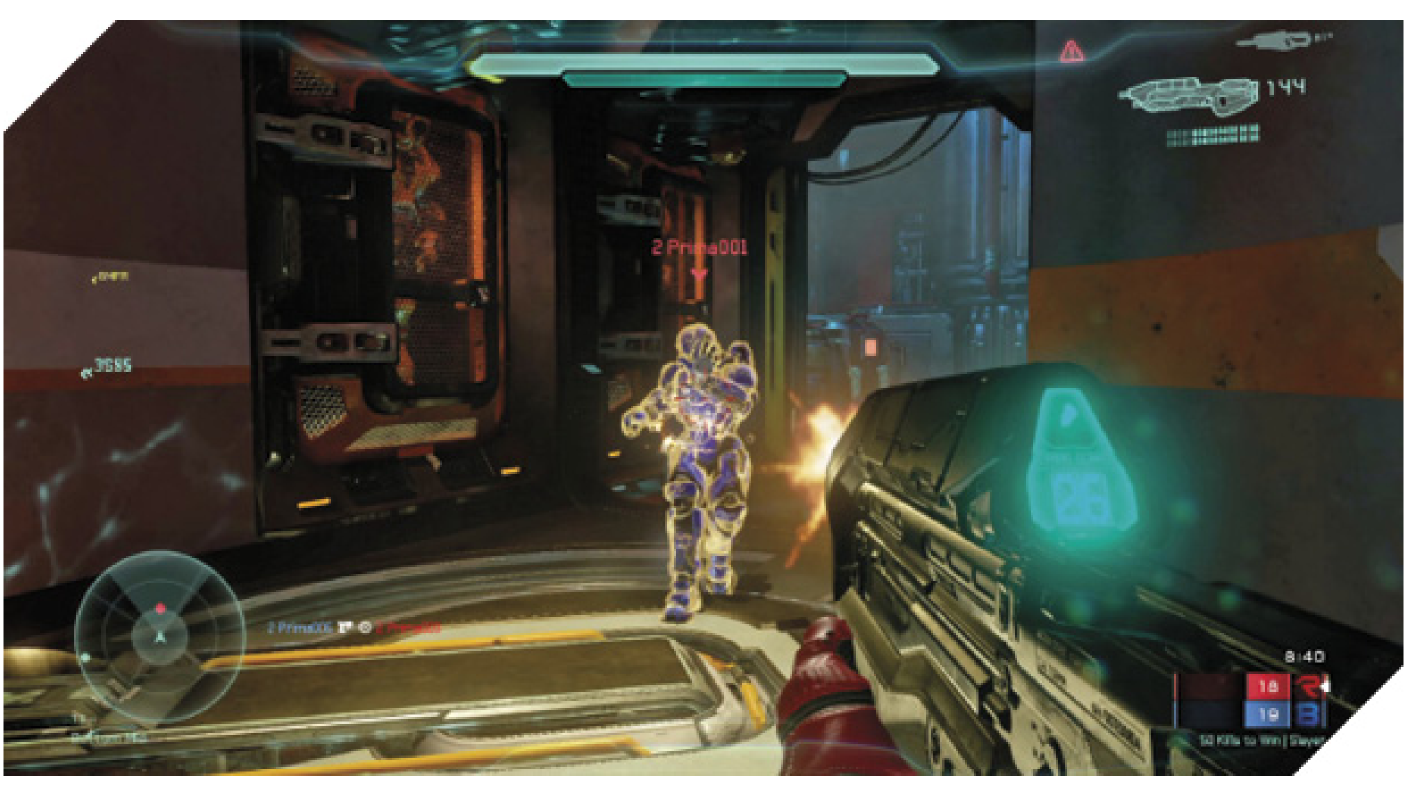
The Railgun along with Active Camo makes for a deadly combination allowing you to sneak around the map and score kills with impunity. For best results, blast opponents when their backs are turned and then quickly move out to avoid being spotted—when firing the Railgun (or any weapon) you'll be visible for a moment. Hit-and-fade tactics are essential for remaining undetected.



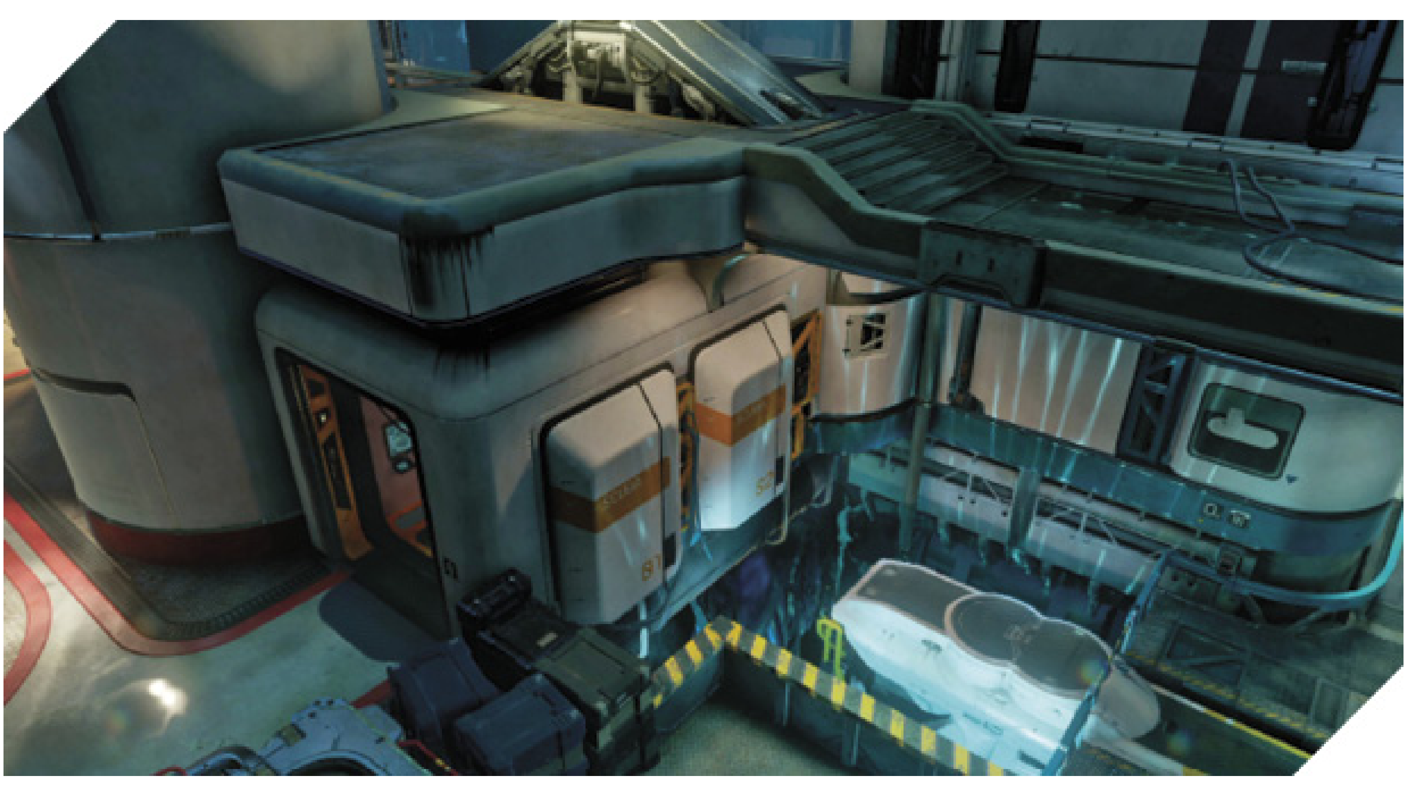
During Capture the Flag, run the flag out the opposing team's Window toward the Vat or Bottom Mid, then make a move for your team's base. Jump, thrust, and toss the flag while advancing, pushing it closer to your team's base while your teammates contain your opponents in their base.



With only two power-ups on the map, it's important to keep tabs on when the Railgun and Active Camo will reappear at Top Mid and Bottom Mid. But approach these items with caution, as opponents are probably waiting for you to take the bait.



When jumping up to Top Mid near the Red or Blue Sub, be careful not to fall in the water. If you miscalculate the jump to Top Mid, be ready to thrust away from the water.

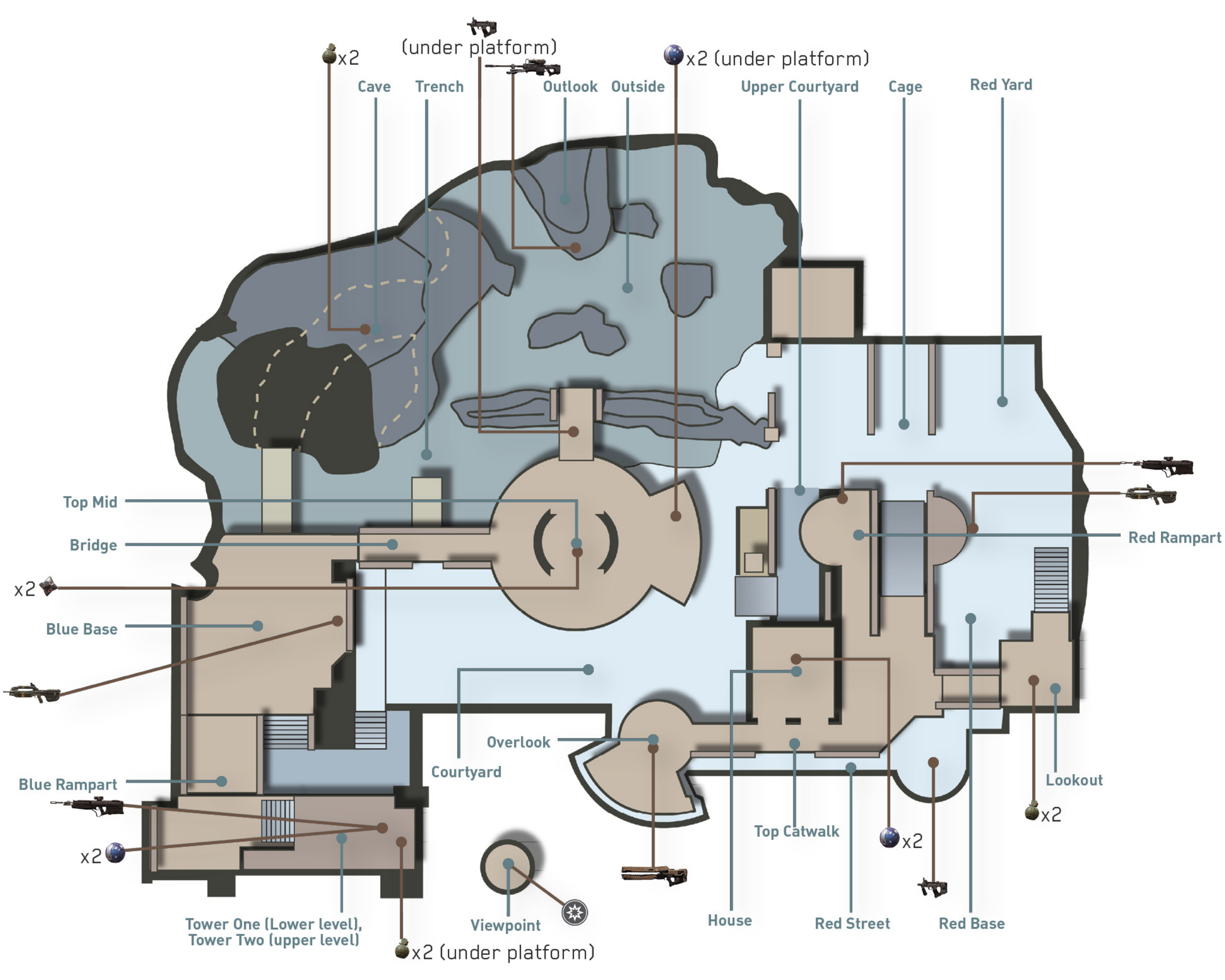


PRO TIP

The jump to Top Mid is the best maneuver you can learn on Fathom, since this jump can take you from a positional disadvantage to having an eagle-eye view of the entire map. First you need to sprint and jump off of the white cube at Red or Blue Street and briefly crouch on the white square on the side wall of Top Mid. Then jump and thrust toward the Bridge to clamber up to Top Mid.

— Dave "Walshy" Walsh

Arena
Orion



Description: Unidentified Forerunner facilities have appeared across Delta Halo, hinting at the activation of long dormant systems.

Game Modes: Slayer, Strongholds

Orion is an open asymmetrical map with several long sight lines. Precision weapons are king here, leading to stand-off, tug-of-war style matches as both teams vie for control of the power-ups in the center no man's land. The map's verticality also makes it very jump- and clamber-friendly.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Damage Boost	Viewpoint	2:00
	Railgun	Overlook	3:00
	Sniper Rifle	Trench	3:00

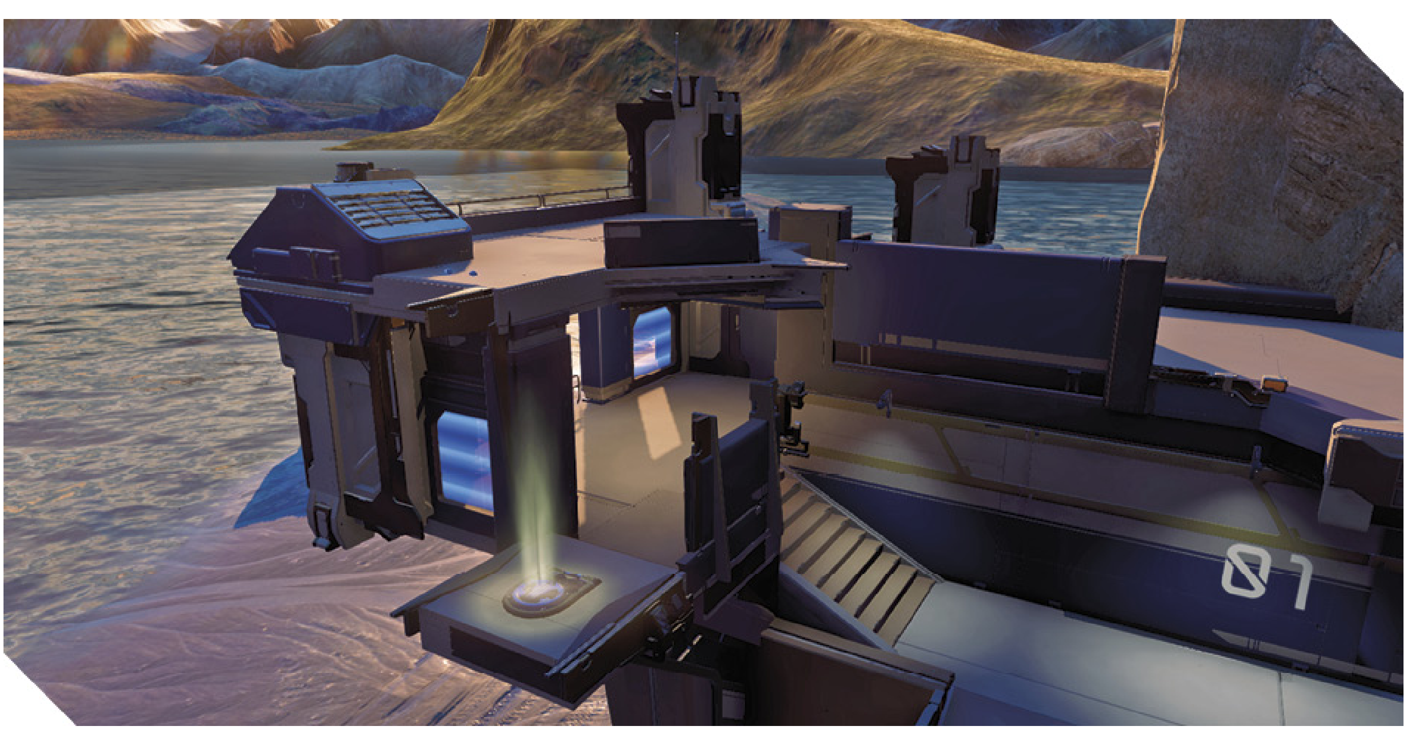
STARTING MOVES

- **Red Team:** Grab the DMR from House and rush to Overlook while engaging the Blue Team leaving their base. This is a good way to counter early-round pushes toward Top Mid.
- **Blue Team:** Take the DMR at Blue Base and move to Tower. From there, duck in and out of cover while harassing Red Team as they move toward Top Mid or the Railgun at the Overlook. You can also make a move for the Damage Boost located on the Viewpoint platform.

POWER POSITION: TOWER

HOW TO LEVERAGE

The Tower, near Blue Base, has a slight height advantage over the rest of the map, making it an ideal sniping perch. When possible, acquire the Sniper Rifle from the Upper Courtyard and rush to the Tower. If you can't get the Sniper Rifle, the Railgun, a DMR, or a Battle Rifle will suffice. Use the triangular wall on the edge of the Tower for cover—duck behind this feature if you take damage, allowing your shields to recharge. This is a great place to contest access to Top Mid and the Railgun.

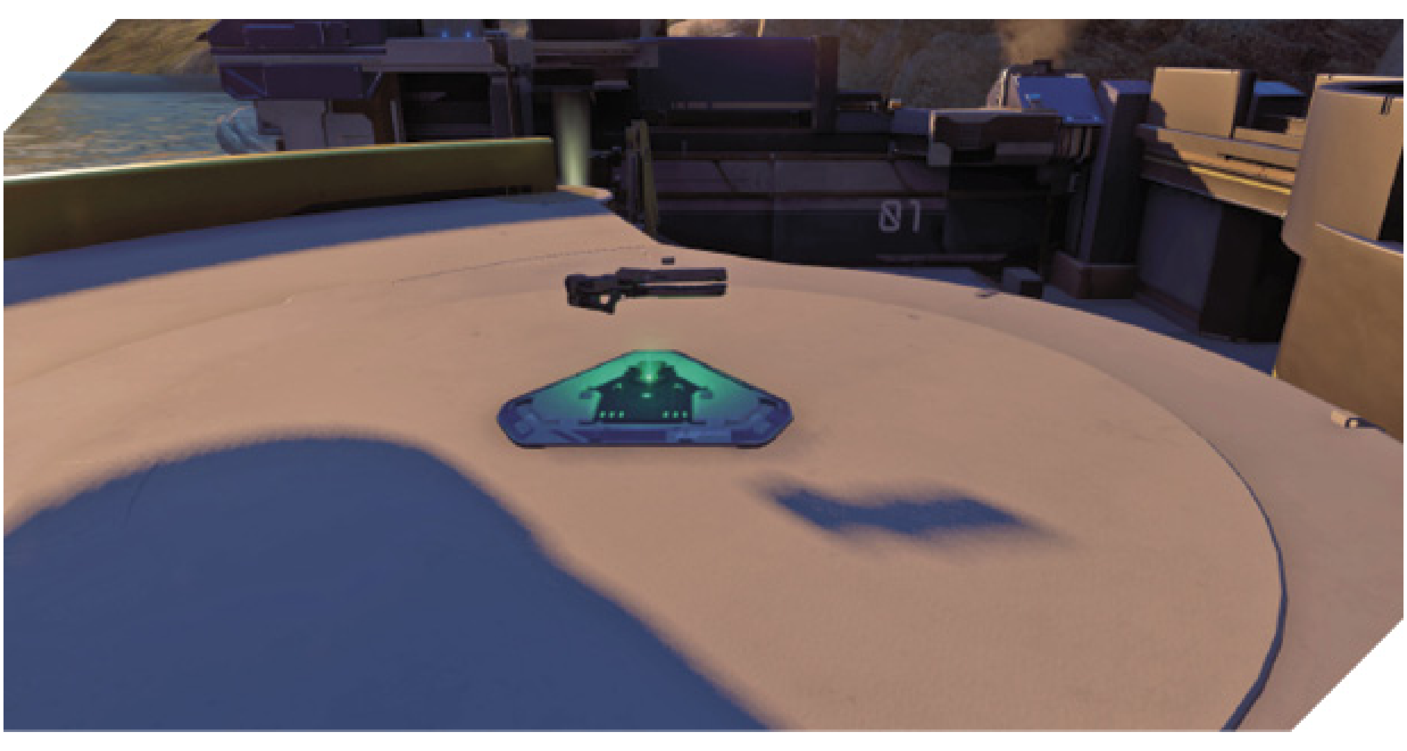


HOW TO COUNTER

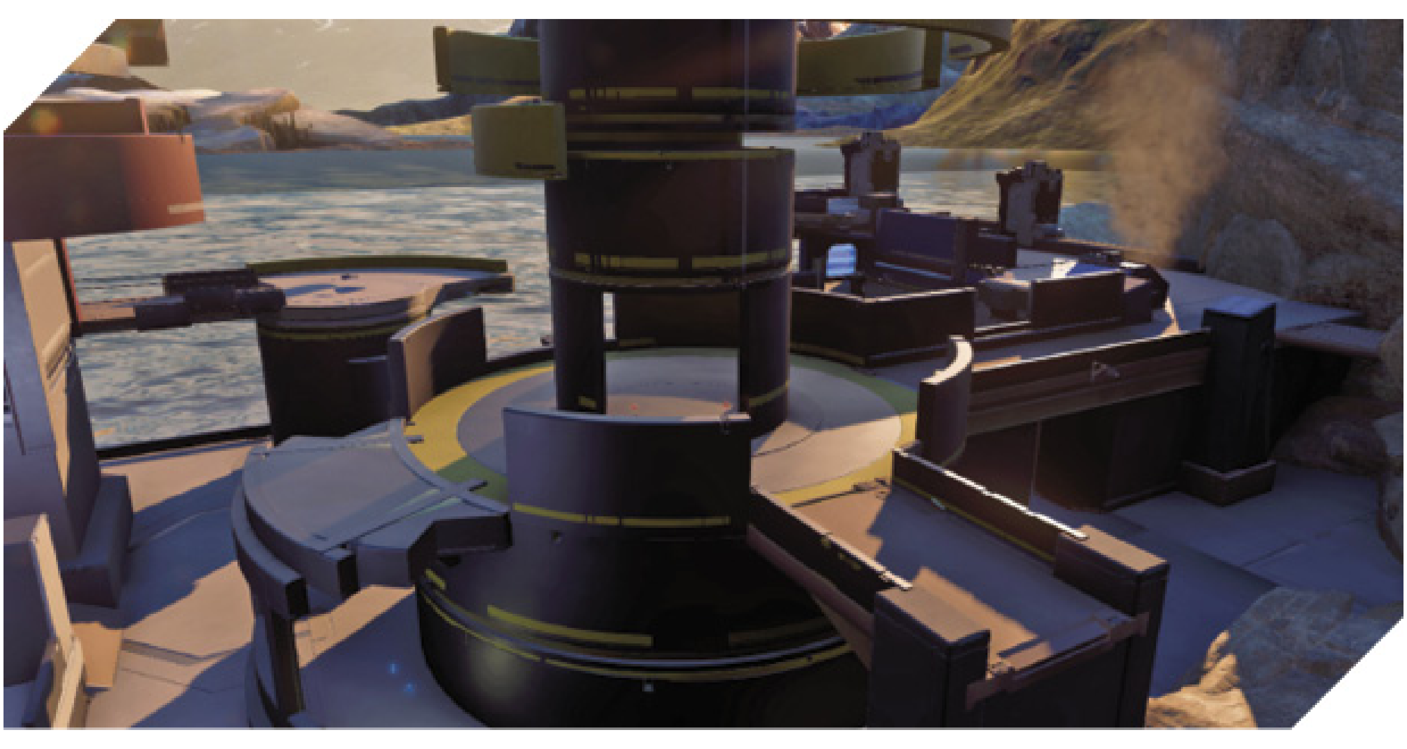
If the opposing team holds the Tower, try to pick them off from range using either the Sniper Rifle or a DMR. Even if you can't score a kill, damaging an opponent on Tower may make them retreat. Alternatively, sneak through the lower part of the map and flank them from the Blue Rampart side.

TACTICS

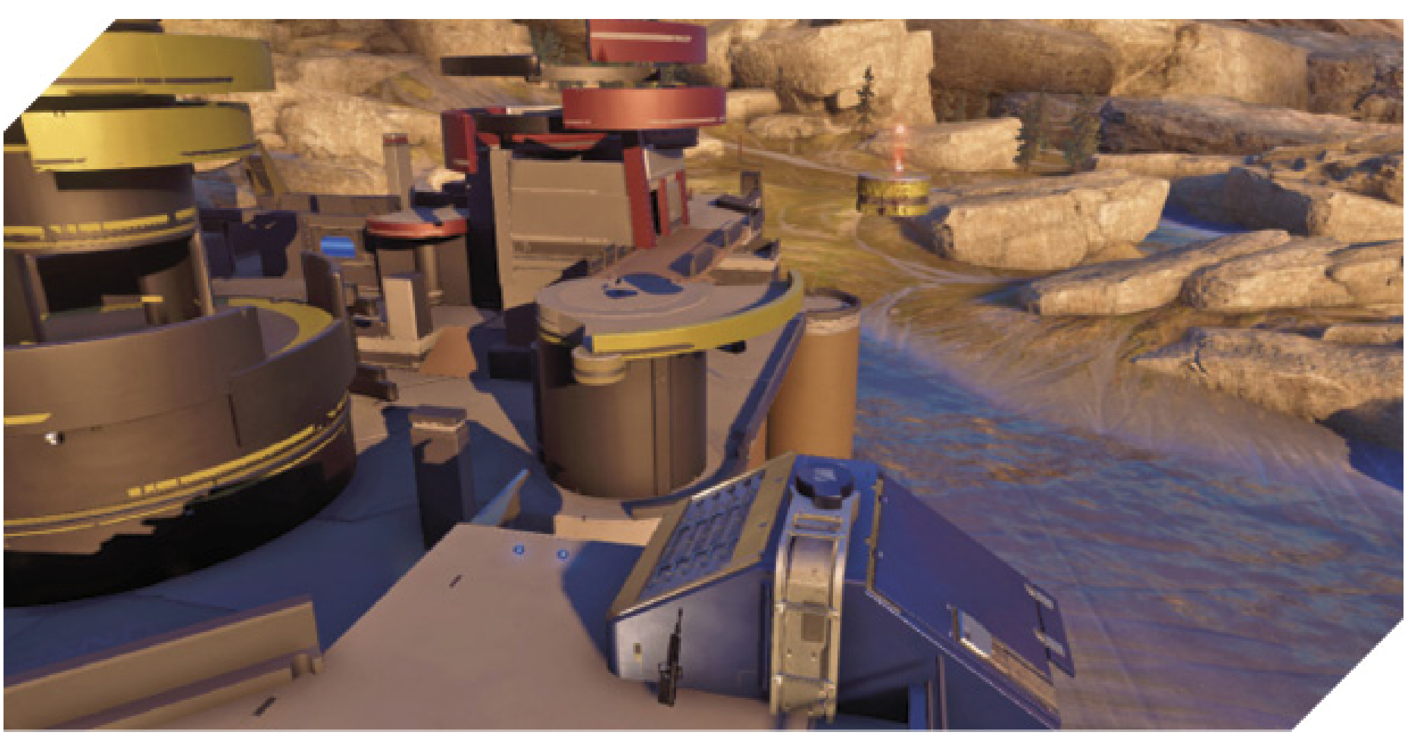
Running out into the open to acquire one of the power-ups can be dangerous. Toss Plasma Grenades near these weapons in an effort to launch them back toward you. The concussion of a grenade's explosion will send the weapon flying off its weapon pad. For best results, toss a grenade on the far side of a weapon to knock it back toward you.



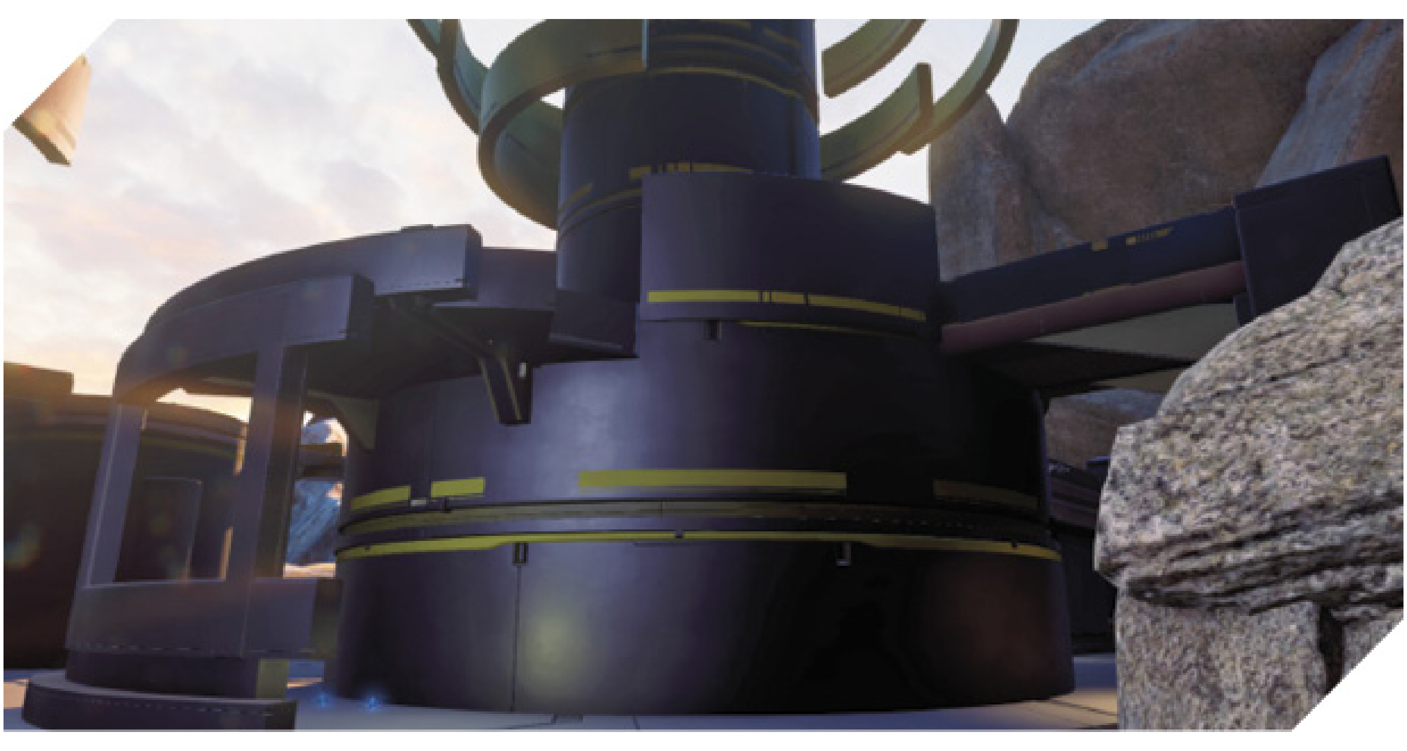
Top Mid is a focal point of most matches. However, players who linger here too long are vulnerable to incoming grenades. Grab the Splinter Grenades and move out before you get pinned down here.



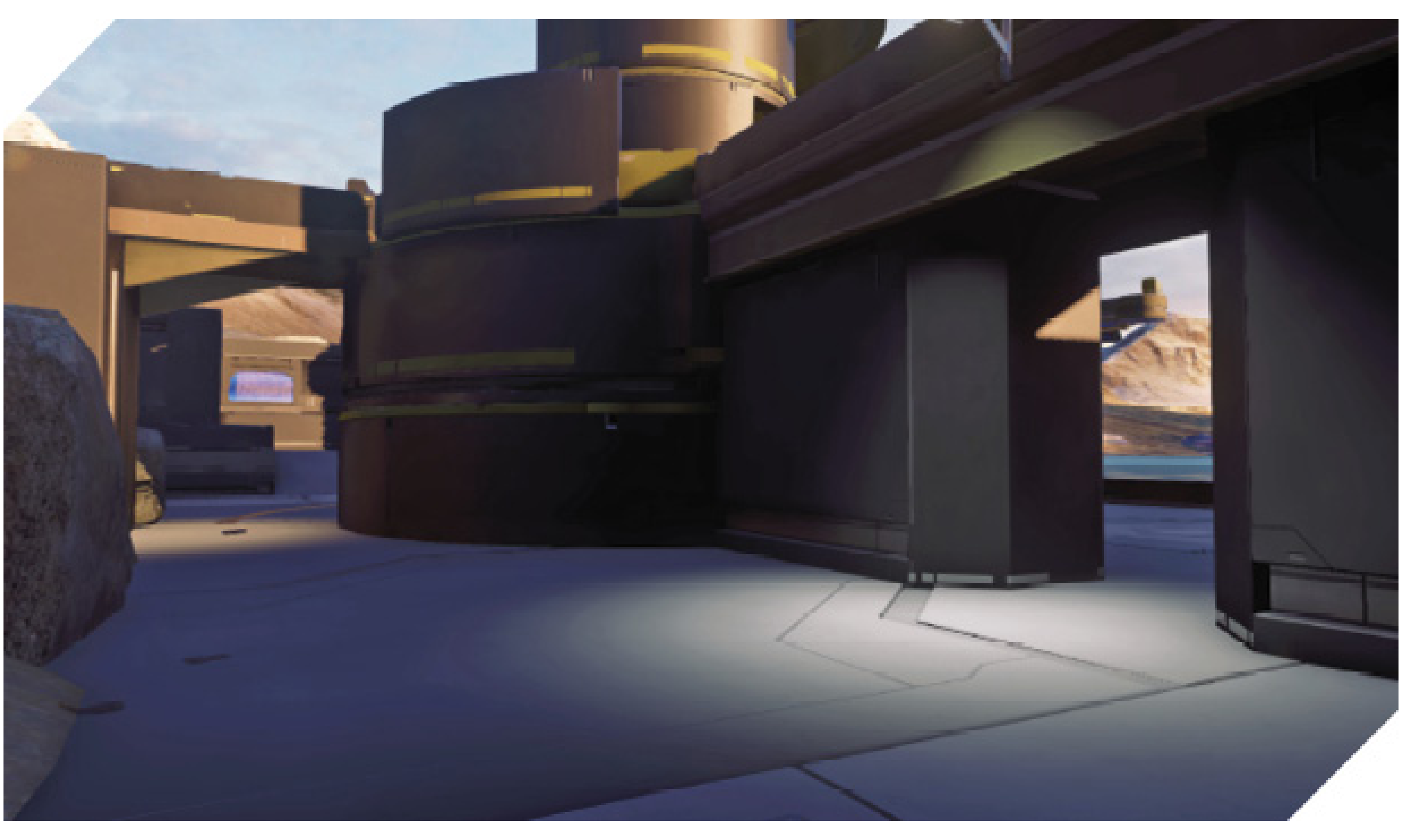
From Tower Two you can sprint, jump, and thrust to reach the Railgun at Overlook. This is a good way to make a push to the opposite side of the map. However, this leaves you completely exposed—don't attempt this jump if the opposing team has the Sniper Rifle or Railgun. You can also sprint, jump, and initiate a Ground Pound—cancel the Ground Pound in midair with a thrust to reach the nearby Viewpoint platform to grab the Damage Boost power-up.



The map features several high ledges that can be reached by jumping off the top of one of your teammates. Use this technique to reach spots near Courtyard and Top Mid, catching your opponents by surprise.

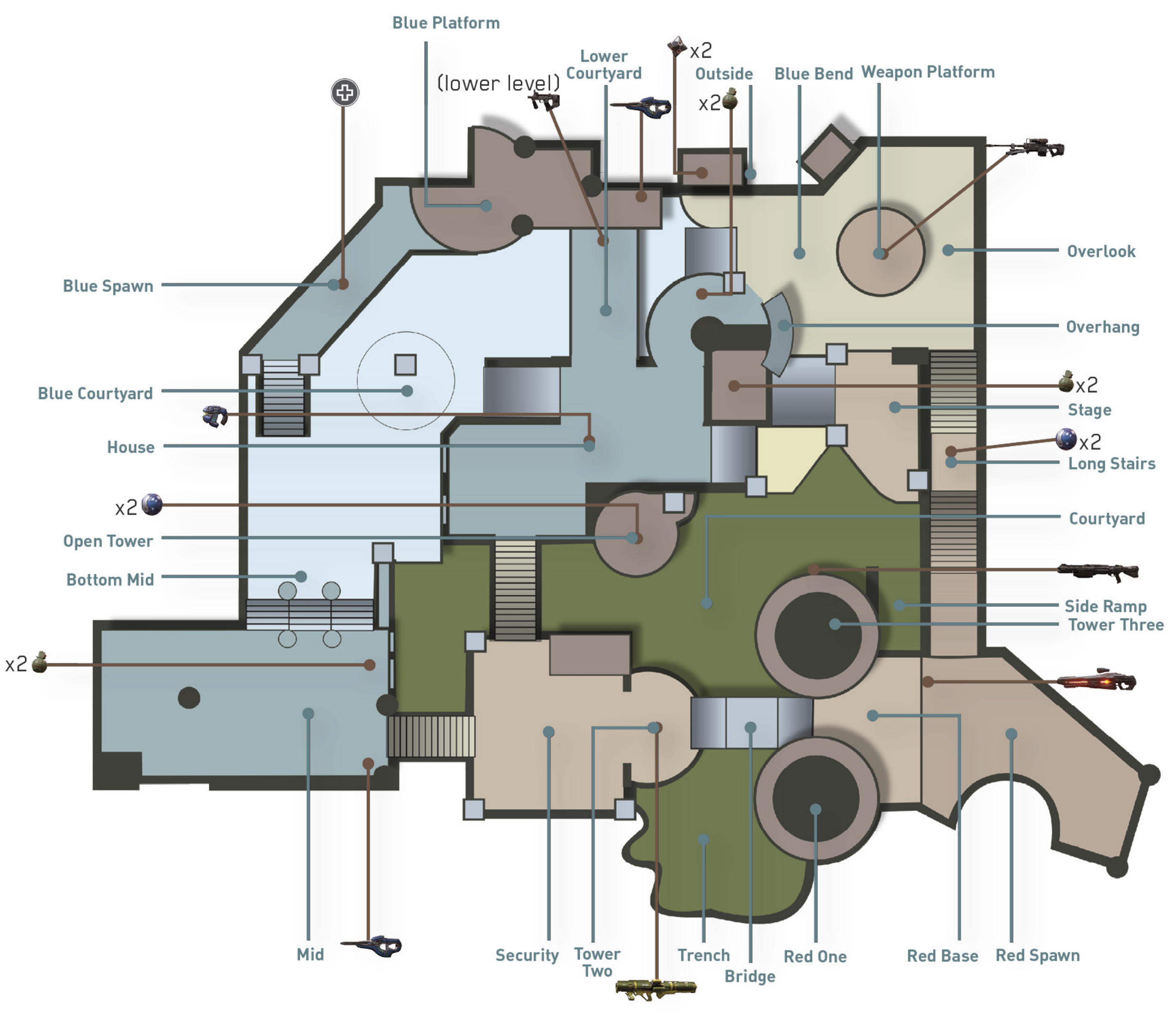


When traversing the lower parts of the map, crouch-walk to avoid giving away your position on the opposing team's radar. This is a great way to sneak up on opponents who are preoccupied with long-range engagements.



Arena

Pegasus



Description: Though this ravine appears benign, secrets best left forgotten lie just beneath the surface.

Game Modes: Slayer, Strongholds

Pegasus is a large asymmetrical map with multiple angles, requiring players to stay on the move while attempting to leverage three powerful pick-ups. The map's perimeter corridors and rooms are relatively open, offering little cover. Move to the map's center for better concealment and close-quarter opportunities.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Rocket Launcher	Tower Two	2:00
	Sniper Rifle	Overlook	3:00
⊕	Overshield	Blue Spawn	2:00

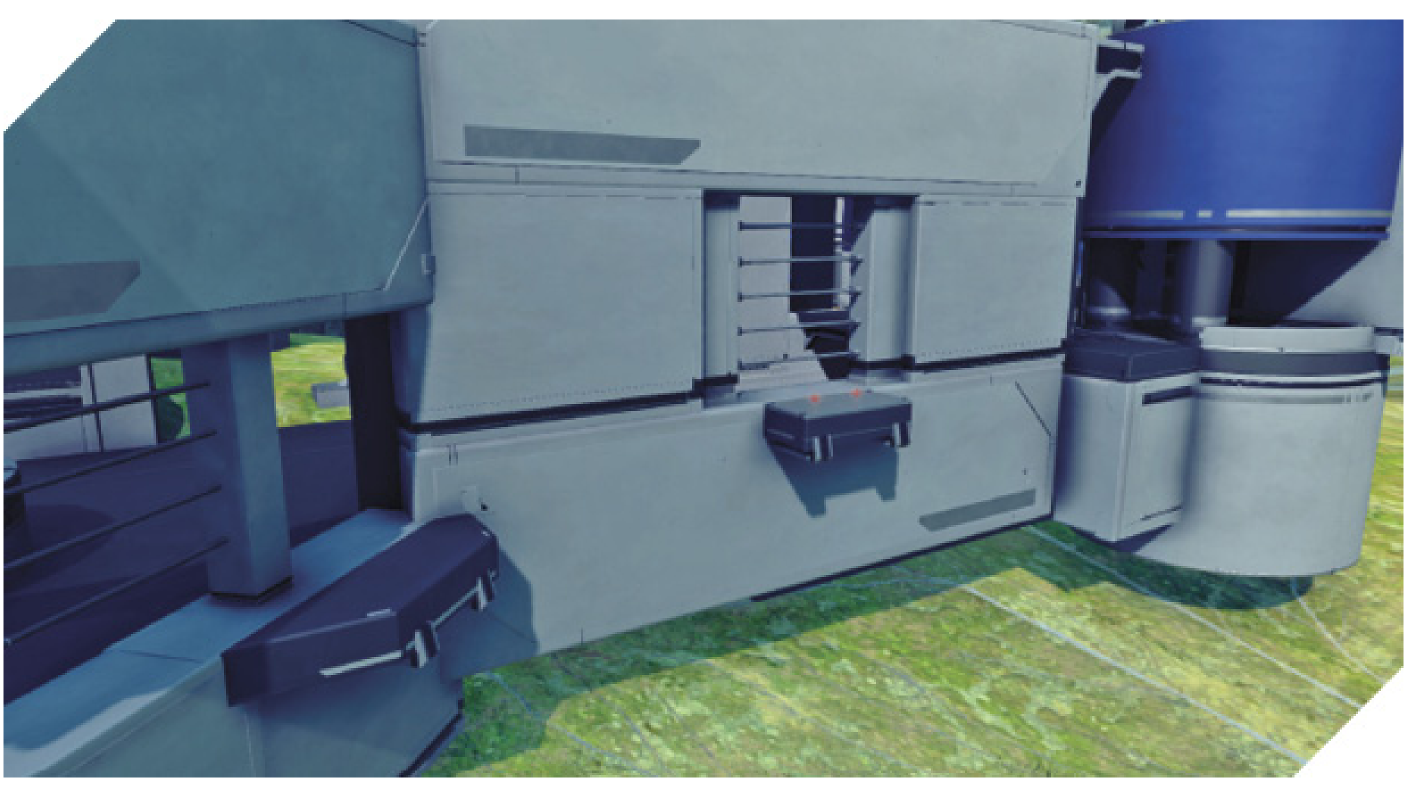
STARTING MOVES

- ▶ **Red Team:** Grab the Rocket Launcher at Tower Two and head to the center of the map in an effort to hunt down Blue Team's Overshield-equipped player—Overshield is out of reach for Red Team at the start. The Rocket Launcher is your best option for quickly eliminating this player.
- ▶ **Blue Team:** Located only a few meters away, the Overshield is an easy early-round grab for Blue Team. After acquiring the Overshield, make a push for the Sniper Rifle and use it to fend off opponents moving into the Overshield spawn area—the Outside windows and Overhang are good sniping perches.

POWER POSITION: OUTSIDE

HOW TO LEVERAGE

At Overlook there's a small ledge on the outer window leading to Outside. After stepping out of the window, turn left to jump, thrust, and clamber onto another ledge located in front of a window obstructed by horizontal bars. From this isolated ledge you can fire through the bars in the window to hit opponents moving toward the Sniper Rifle or Overshield. Or continue moving along Outside (using jump, thrust, and clamber) to reach Blue Platform—this is a good way to sneak up on the Overshield at Blue Spawn.

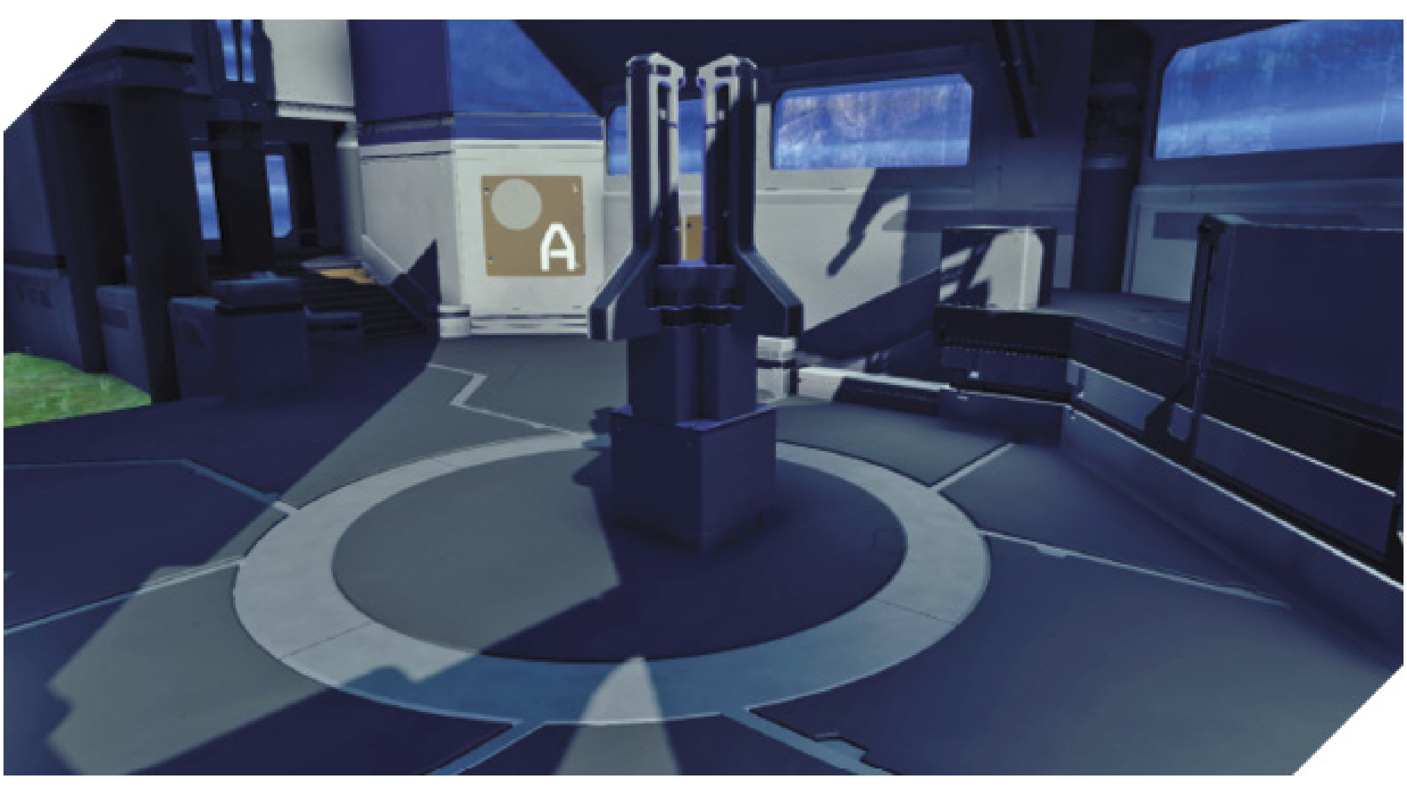


HOW TO COUNTER

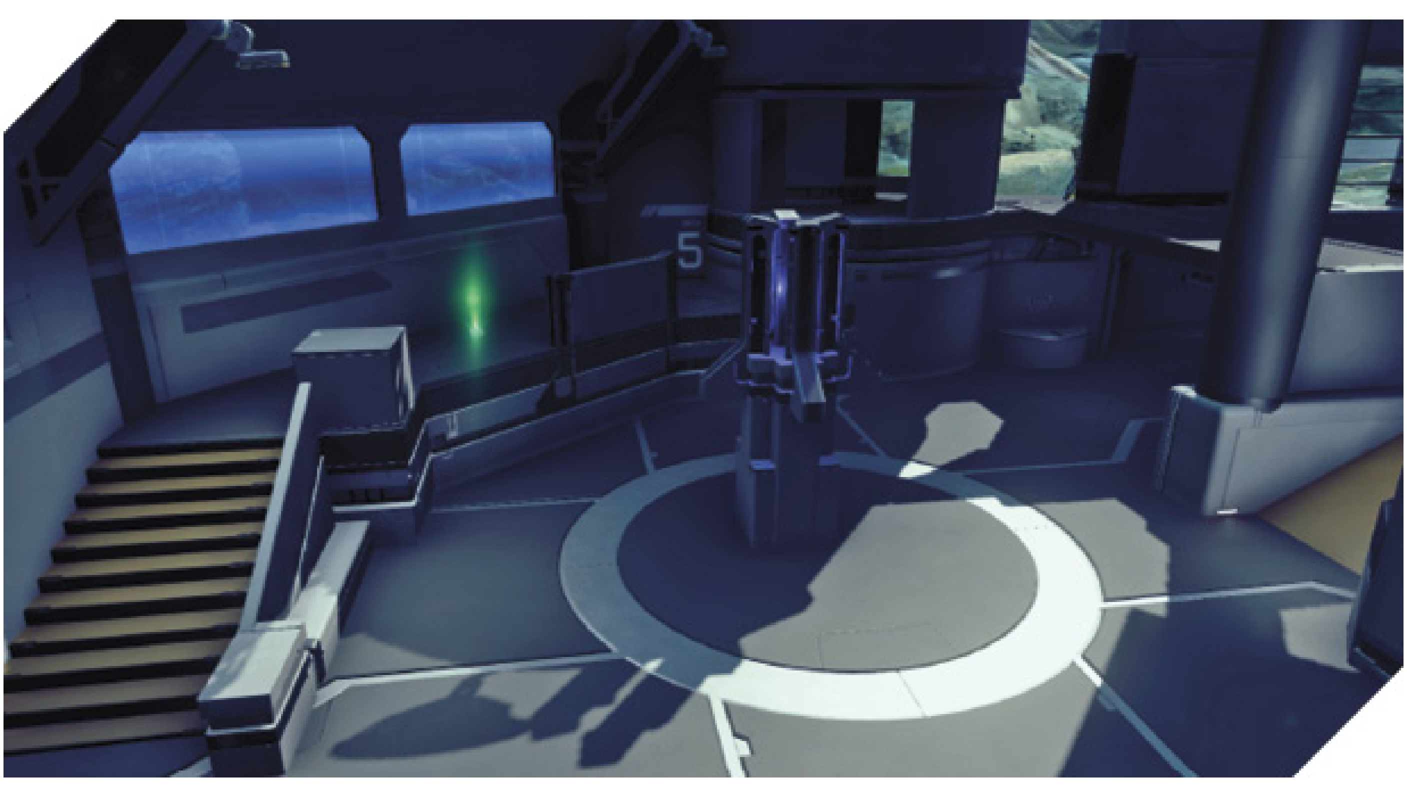
Opponents on the Outside ledges are vulnerable to falling off the edge of the map. Explosive weapons like the Rocket Launcher or well-tossed grenades can either push or chase them off a ledge. It's also possible to flank these ledges from the Overlook or Blue Platform sides. Since opponents here are usually focused on action in the center of the map, blindside attacks are often successful.

TACTICS

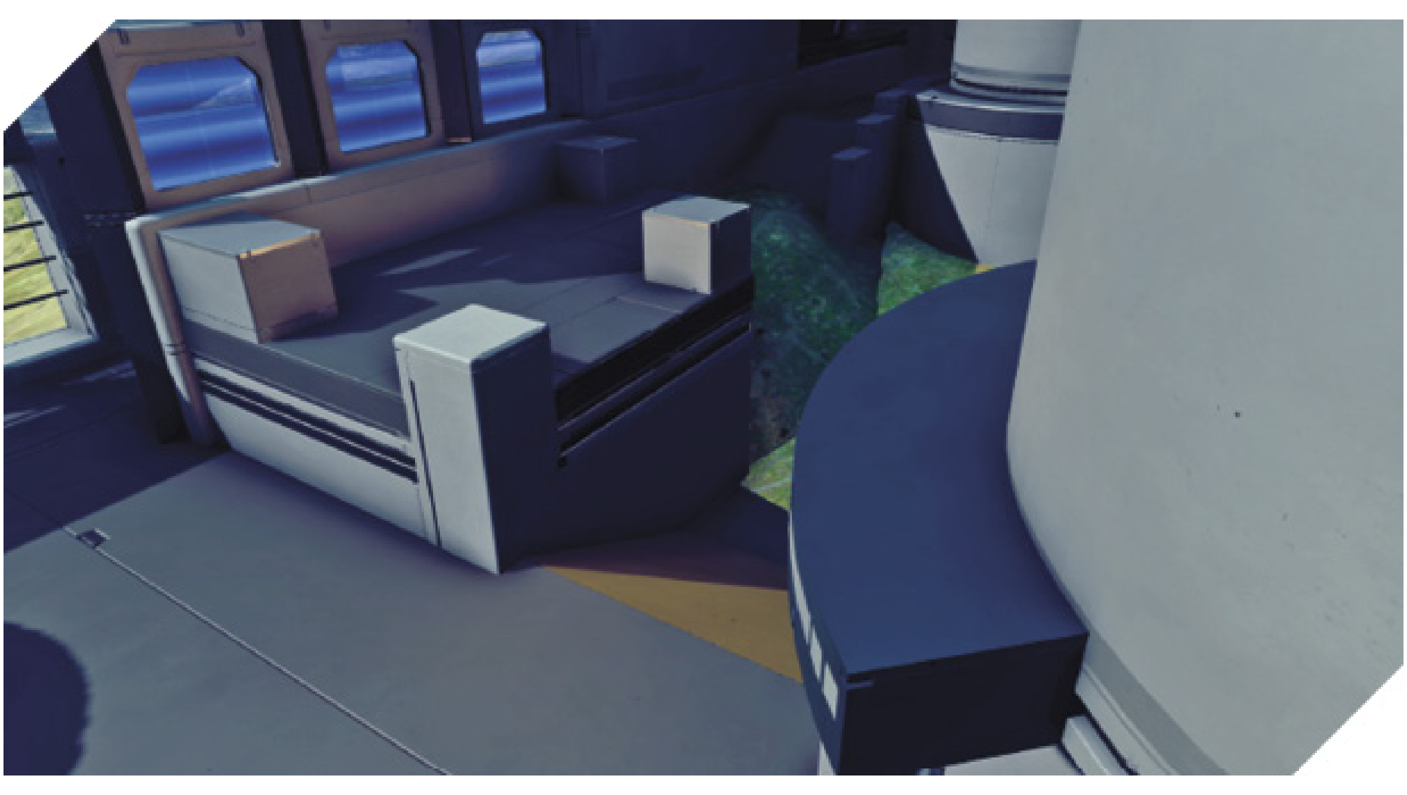
Don't take off on your own. The map's large, open spaces make it difficult to fend off or escape attacks when you're outnumbered. Traverse the map in groups of two to avoid getting overwhelmed.



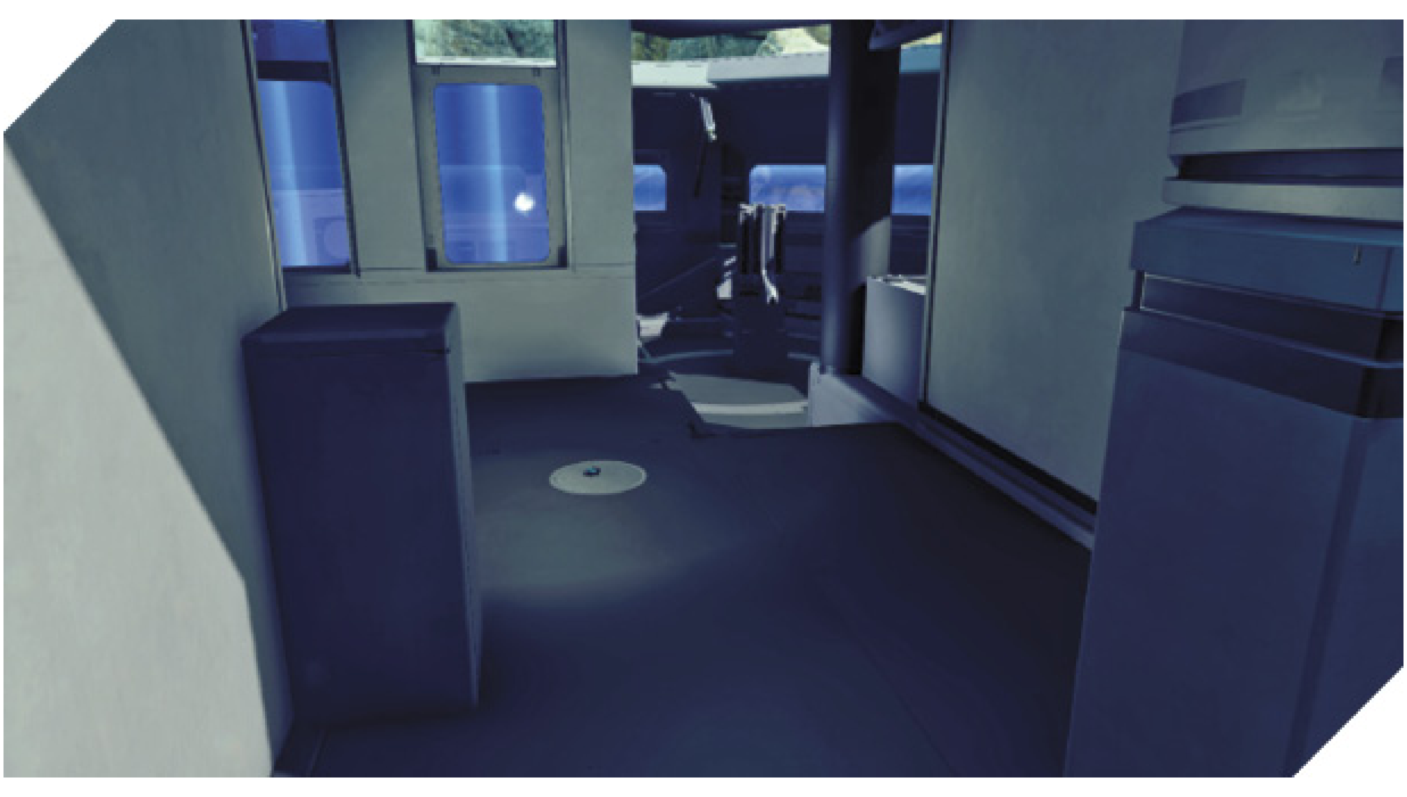
Take extra care when making a move for the Overshield at Blue Spawn. The routes leading to the Overshield are wide open and likely watched by opponents. Wait until at least two opponents are down before making a dash for this crucial power-up.



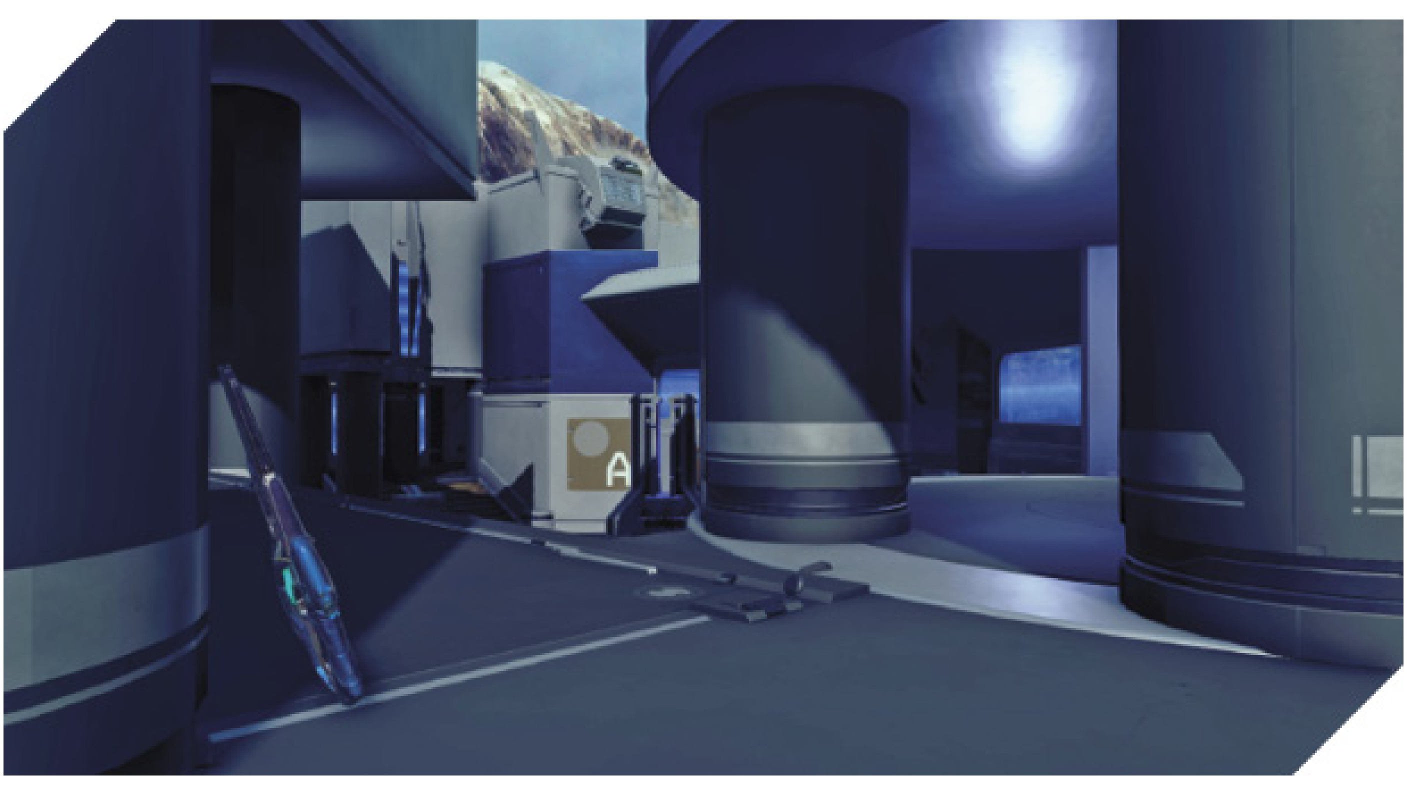
The Overhang is a great overwatch position for countering traffic in the middle of the map. From the Stage, jump, thrust, and clamber over to reach this semicircular ledge. Use the Overhang's height advantage to fire down on opponents cutting through the Trench below.



When moving between the Red and Blue sides of the map, utilize the central House corridor. This is a quick way to move between the Overshield and Rocket Launcher areas. The Plasma Pistol located in the House corridor comes in handy for countering an Overshield-equipped opponent—consider hiding in this corridor to ambush enemy cross-traffic.



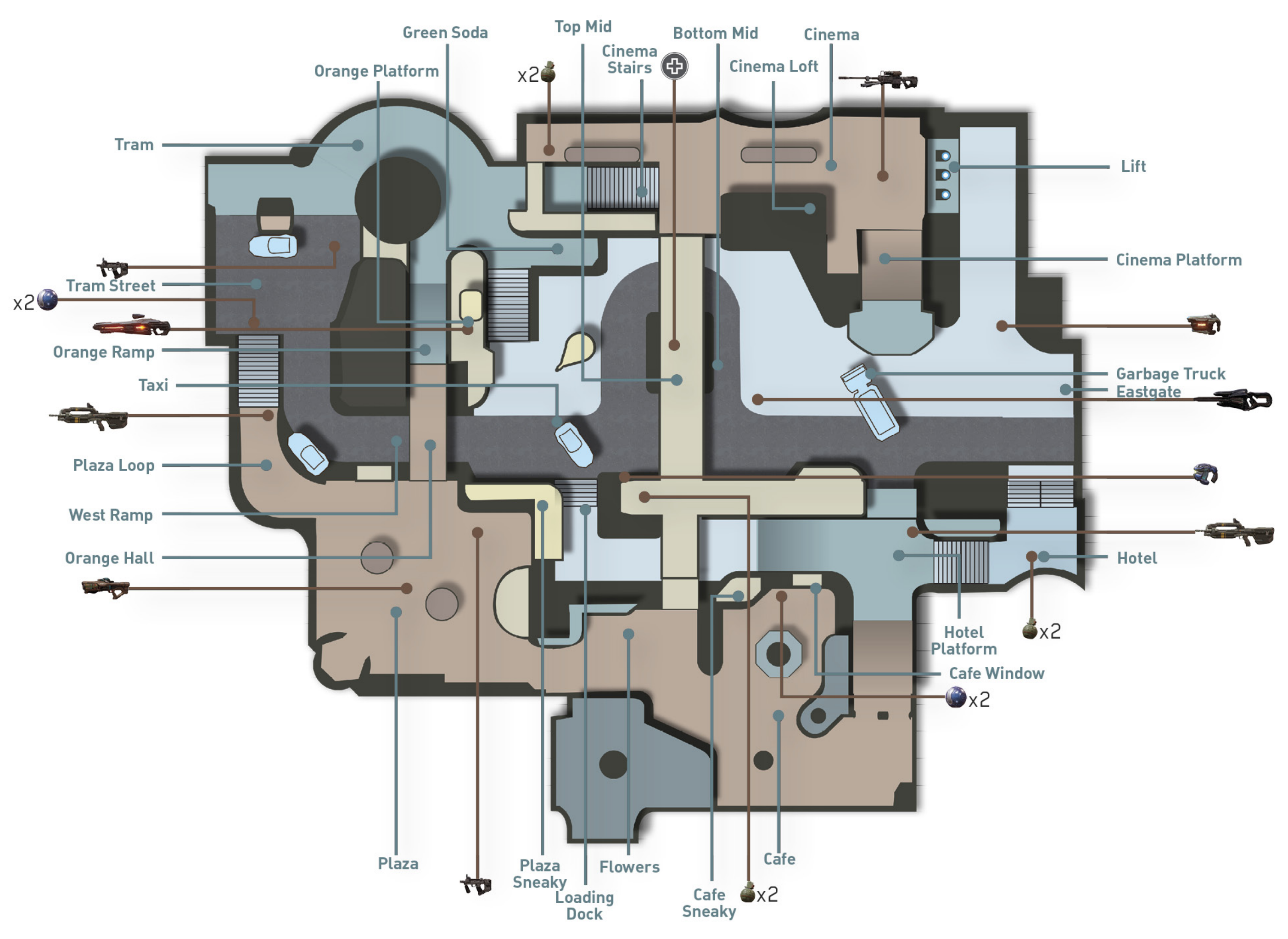
Given the map's long sight lines, keep a precision weapon in your loadout at all times. If you can't get to the Sniper Rifle, Carbines can be found at Blue Platform and Mid. The LightRifle at Red Spawn is also effective for long-range engagements.



ARENA

Arena

Plaza



Description: Promesa's streets were no stranger to organized violence.

Game Modes: Slayer, Strongholds

Plaza is a colorful asymmetrical map set in an urban environment. Mastering the verticality of this map is key—jump and clamber onto the various platforms, ledges, lights, and awnings to gain a height advantage, then take your opponents by surprise.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Sniper Rifle	Cinema	3:00
⊕	Overshield	Top Mid	2:00

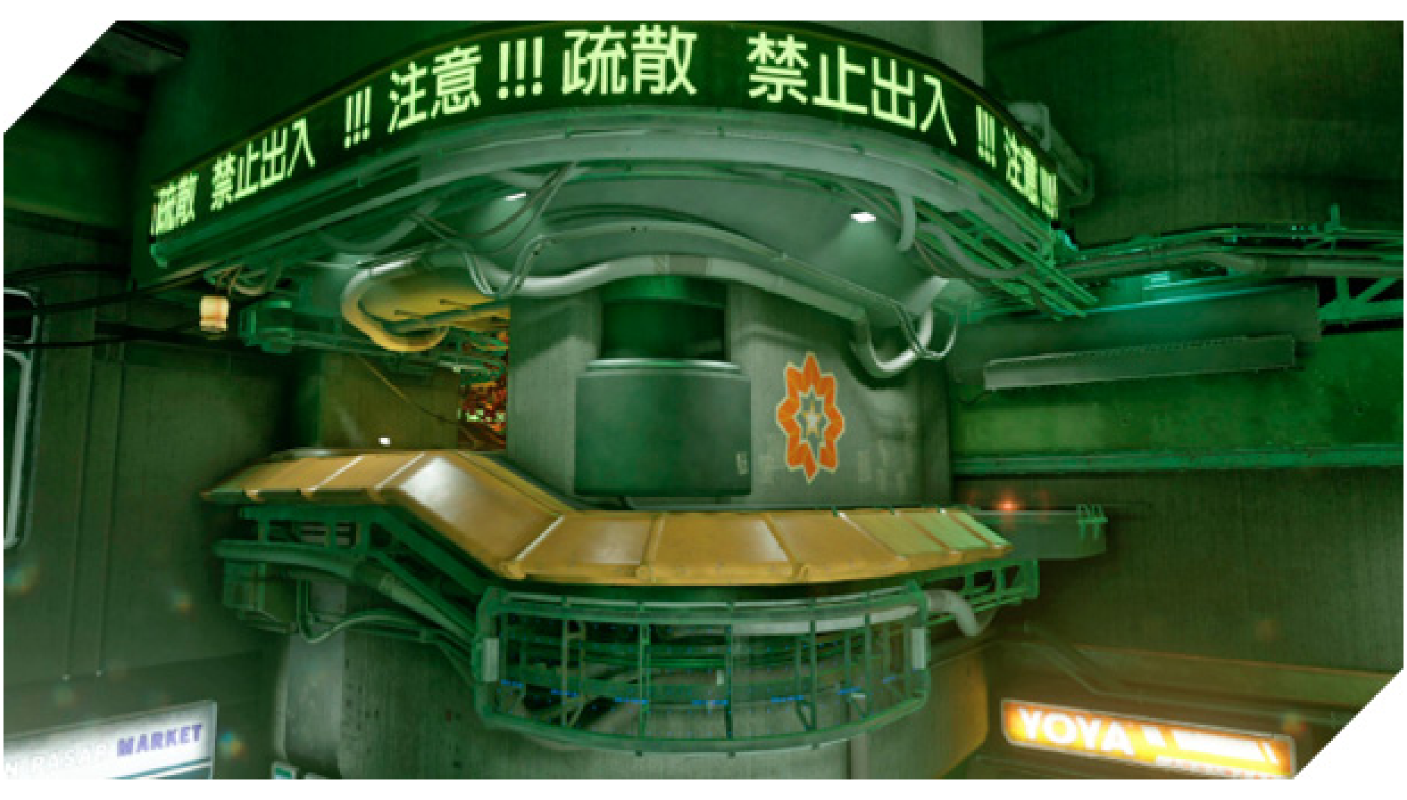
STARTING MOVES

▶ Regardless of which team you're on, make an aggressive push for the Overshield with your whole team. But take different routes to gain different angles on this high-traffic area at Top Mid. The Overshield is a true game changer—whichever team takes it first can dictate the flow of the match's early moments.

▶ If you're not making a move for the Overshield, flank around to the Plaza or Cafe sides of the map. From these perimeter locations you can provide support fire, helping prevent the opposing team from grabbing the Overshield.

POWER POSITION: PLAZA SNEAKY

HOW TO LEVERAGE



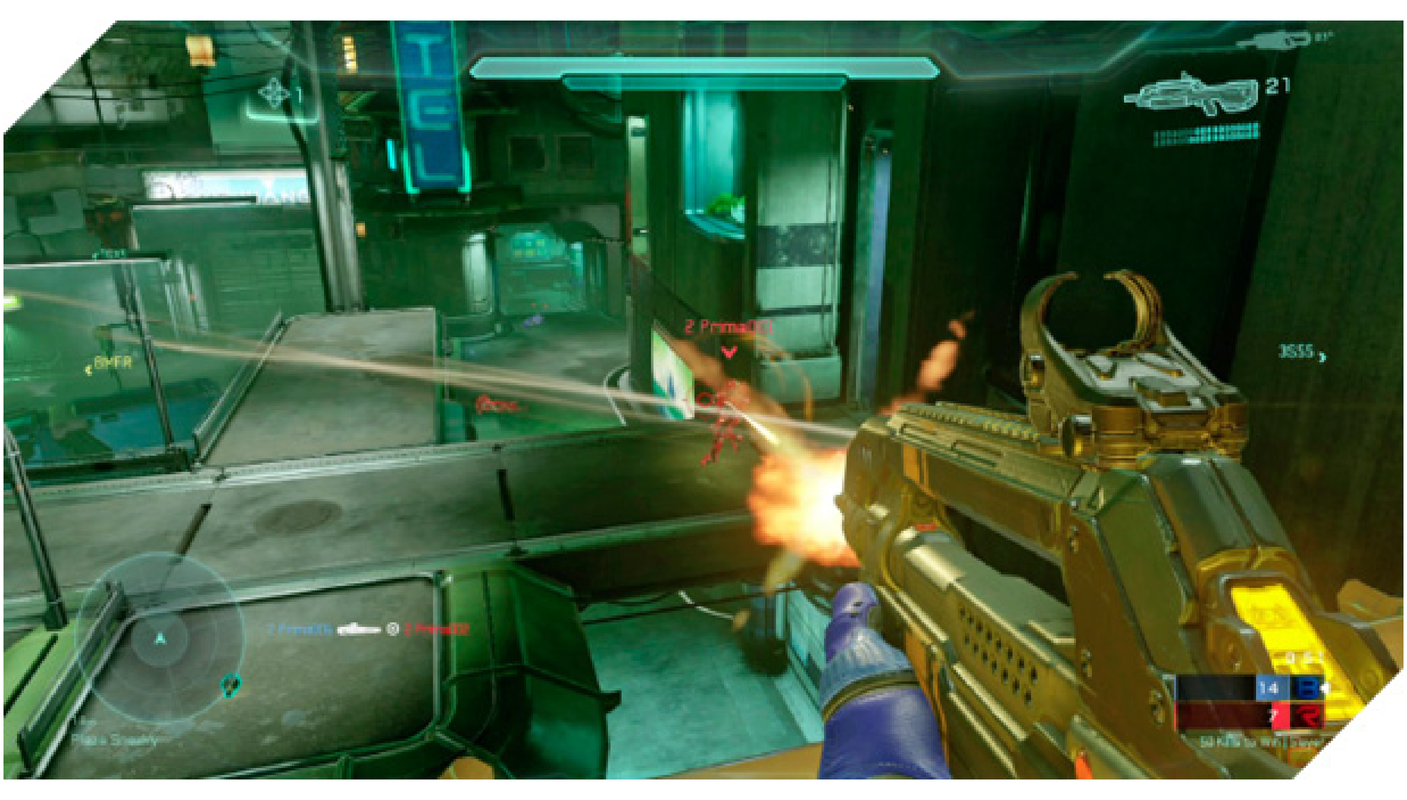
This yellow ledge overlooks the center of the map, making it an ideal position for watching the Overshield—reach it by jumping and clambering from the Bridge Wing. You can also use this ledge to target opponents rushing around the perimeter of the map, ambushing them in the Plaza below. When moving to this position, bring along a precision weapon like the Sniper Rifle, LightRifle, or Battle Rifle—lobbing grenades from this high perch is also very effective.

HOW TO COUNTER

Given its popularity, expect the enemy team to take advantage of the Plaza Sneaky ledge. Coordinate with your teammates to make a move on this position from multiple angles. For best results, attack from the Plaza side by performing a skill jump up to the ledge—this is a good way to catch opponents by surprise, especially if your teammates lay down cover fire from other perimeter positions, like the Cinema Loft.

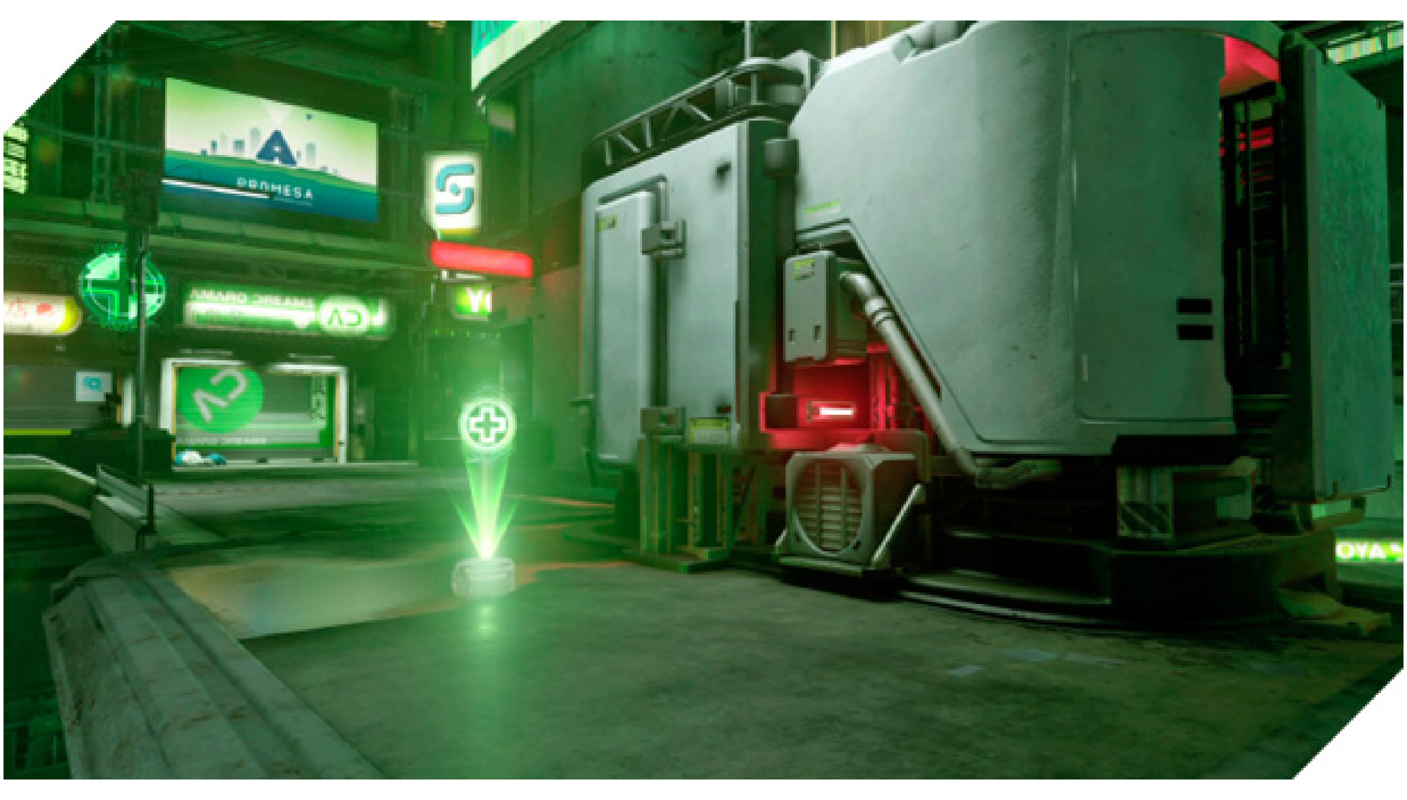
TACTICS

If your team can control the perimeter of the map, you'll force the opposing team to spawn in the center, putting them at a serious disadvantage, caught in your team's crossfire. From the outer perimeter you have more lines of sight and more escape routes.



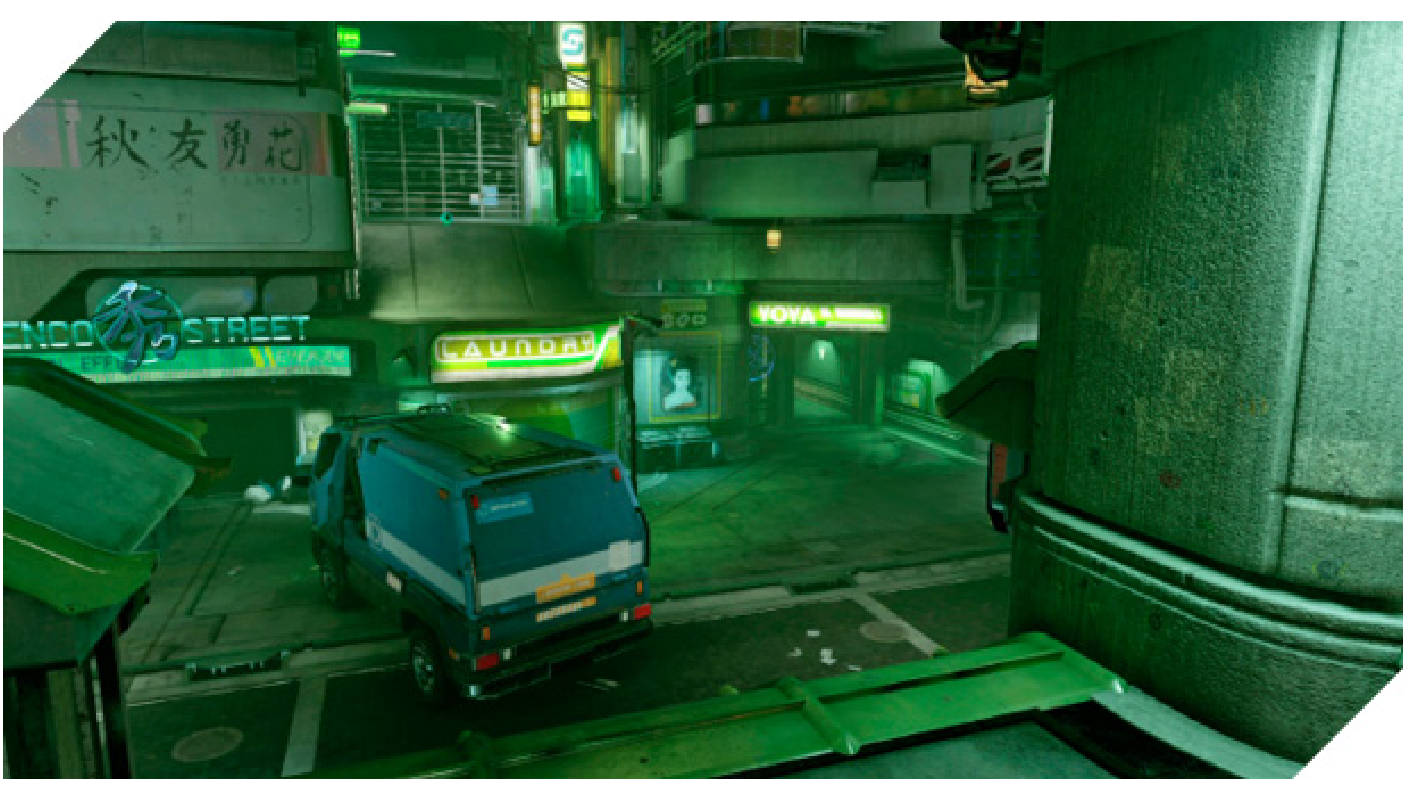
It's possible to reach the Plaza Sneaky ledge from inside the Plaza, but it's not easy—you need to perform a skill jump. From the Plaza, sprint, jump, thrust, stabilize, and clamber to get up on this ledge. This is a good way to sneak up on opponents sniping from Plaza Sneaky.

The Overshield is located on a narrow bridge at Top Mid accessible from the Flowers or Cinema sides of the map. After grabbing the Overshield, apply it immediately and make a quick escape to one of the perimeter locations before you're picked off—incoming shots from the Sniper Rifle and Plasma Pistol are particularly deadly.



In addition to Plaza Sneaky, take advantage of other overlook perches at Cinema Loft and Cafe Sneaky. Both of these spots have a clear view of the map's central locations, including the Overshield. Pick off opponents at long range using the Sniper Rifle or LightRifle.

When transitioning across the center of the map, avoid running across the Bridge. Instead, cross between the Hotel Platform and Cinema Platform, jumping across the top of the Garbage Truck along the way—you're a much harder target to hit when skipping across the Garbage Truck.



PRO TIP

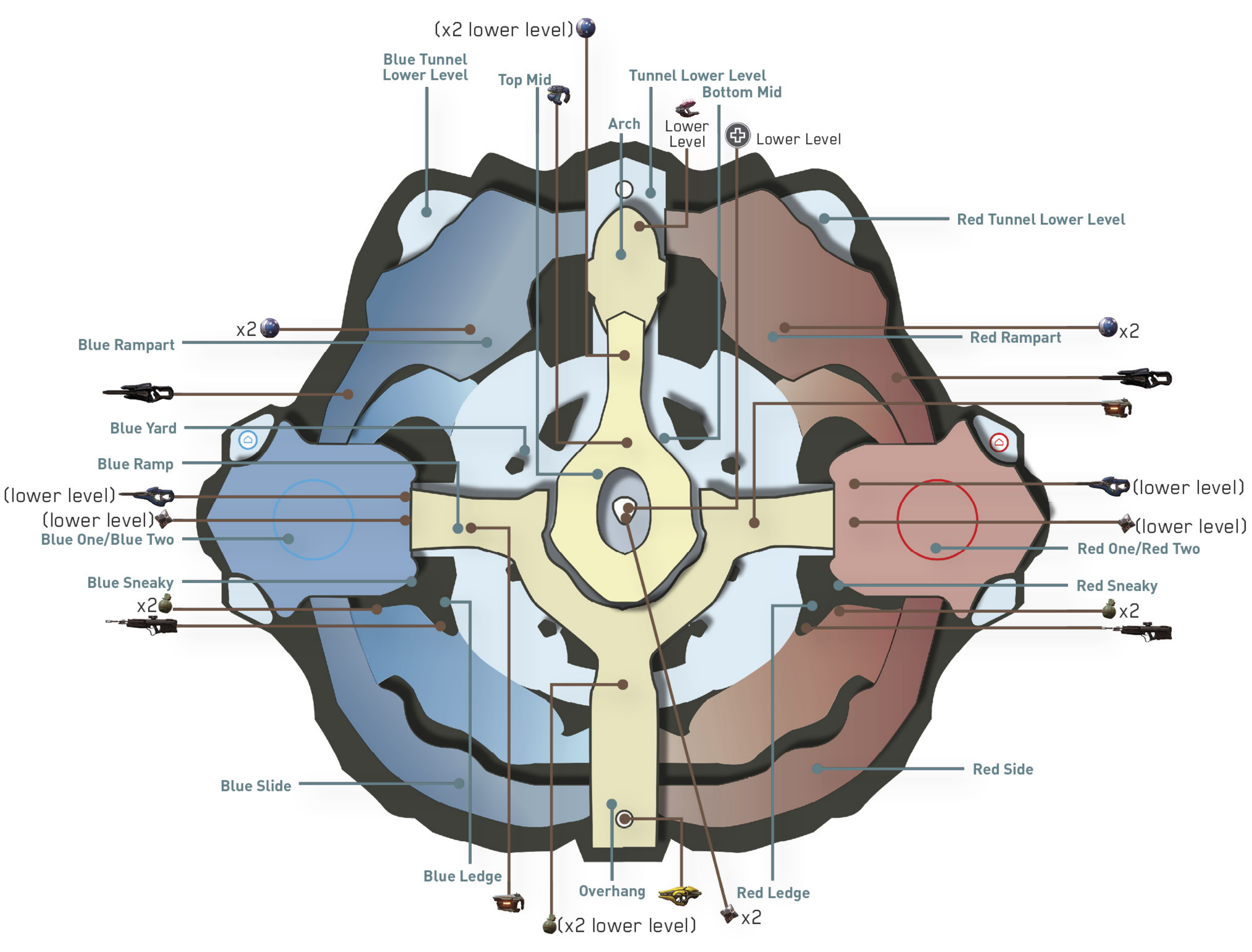
Utilize skills jumps (jump, zoom/stabilize), perfected by 343's Mason "Neighbor" Cobb; we call these Neighbor jumps. Make sure you have the Stabilizer ability setting turned on under Controls to perform this elite trick. It allows you to reach high ledges that seem unattainable. This works best if you can gain some momentum while sprinting or thrusting and then stabilizing, which will cause you to float in midair while zoomed in with any weapon. If you performed it properly you will be able to clamber onto a desired ledge. Make sure you are close enough to the ledges to accomplish such a maneuver or you will end up looking like a mindless noob. Timing is everything when it comes to this elite trick, best used for the Cinema Loft to flank the Overshield. Or enter from the back of Plaza Sneaky to sneak up behind opponents—the ledge is usually accessed from the front side. Last but not least, use this jump in the Cafe near the window ledge. From here you can cover your team on the fly, allowing for sneaky flanks or great escapes when you're weak, making you the player everyone loves to hate!

— Carlos "Cpt Anarchy" Morales

ARENA

Arena

Regret


(x2 lower level)
Blue Tunnel Lower Level
Top Mid
Tunnel Lower Level
Bottom Mid
Arch
Lower Level
Lower Level
Red Tunnel Lower Level
x2
Blue Rampart
Red Rampart
x2
Blue Yard
Blue Ramp
(lower level)
(lower level)
Blue One/Blue Two
(lower level)
(lower level)
Red One/Red Two
Blue Sneaky
x2
Red Sneaky
x2
Blue Slide
Red Side
Blue Ledge
Overhang
Red Ledge
(x2 lower level)
x2

Description: Artifacts collected from across Alpha Halo remain concealed within the Undiminished Entelechy's shattered hull.

Game Modes: Slayer, Capture the Flag, Strongholds

Inspired by Midship from *Halo 2*, Regret is a balanced symmetrical map where fundamental skills and teamwork are more important than control of the two key pick-ups. Work to control Top Mid, and stay in constant communication with teammates to identify and counter enemy spawns and movement.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Fuel Rod Cannon	Overhang	2:00
✚	Overshield	Bottom Mid	2:00

STARTING MOVES

- ▶ Along with your teammates, make an aggressive push for the Overshield at Bottom Mid. Since the opposing team is likely to make the same move, be ready for a fight, lobbing grenades into Bottom Mid's entrances in an effort to keep opponents from acquiring the Overshield.
- ▶ If you're not making an early-round play for the Overshield, try to grab the Fuel Rod Cannon at Overhang. While not a game changer, the Fuel Rod Cannon's explosive firepower is a welcome asset to your team, particularly if the opposing team acquires Overshield.

POWER POSITION: TOP MID

HOW TO LEVERAGE

When it comes to spotting and calling out enemy movement, few locations are better than Top Mid. Using eyes and radar it's easy to detect what sides the opposing team is approaching from, giving you adequate time to counter, preferably with a LightRifle. Top Mid also offers plenty of cover—its elevation makes it hard for opponents to deploy grenades from the surrounding bases. Controlling Top Mid also gives your team easy access to the nearby Fuel Rod Cannon on the Overhang.

HOW TO COUNTER

If the opposing team holds Top Mid, it's really difficult to challenge this position directly. Instead, move to Bottom Mid in an effort to draw opponents off Top Mid—they'll likely spot you on radar and give chase. You have a much better chance of winning engagements in the lower areas of the map than staging a frontal assault on Top Mid. If you succeed in drawing opponents off Top Mid, make a move to occupy it before they regroup.

TACTICS

The DMRs at Red Ledge and Blue Ledge come in handy for engaging opponents at Top Mid and Overhang. If the opposing team has you pinned down in your base, the DMR is your best option for fighting your way out.

TGX5
Red Ledge
9:12
11
28

During Capture the Flag, make an effort to carry the flag across Top Mid—this is the most direct route. But before running the flag here, occupy Top Mid to secure the route. Teammates posted here can easily counter opponents chasing the flag carrier. Even if you can't make a quick advance across Top Mid, this central location gives you more options for pushing the flag in various directions.

At Top Mid you can jump and clamber onto the two vertical structures, offering an even better height advantage. These perches also allow you to quickly jump and thrust great distances, ideal for getting the jump on unsuspecting opponents at Blue or Red Ramparts.

2 Prima003
34
3S55
TGX5
Blue Ramp
8:49
29
36

In most matches, engagements come down to one-on-one firefights. By roaming the map with a teammate you can greatly increase your chances of winning these fights, using combined firepower to drop isolated opponents. Teamwork is essential for countering an opponent equipped with the Overshield.

TGX5
2 Prima001
24
Red Ramp
9:42
15
12

While most players like to occupy the high ground, don't overlook the importance of roaming the lower areas of the map. Controlling traffic in Bottom Mid is crucial for locking down the Overshield. Rapid-fire weapons like the Assault Rifle and Storm Rifle are ideal for firefights in these cramped quarters.

TGX5
8MFR
2 Prima003
3S55
144
30
2 Prima007
18 m
Bottom Mid
7:46
23
31
50 Kills to Win | Slayer

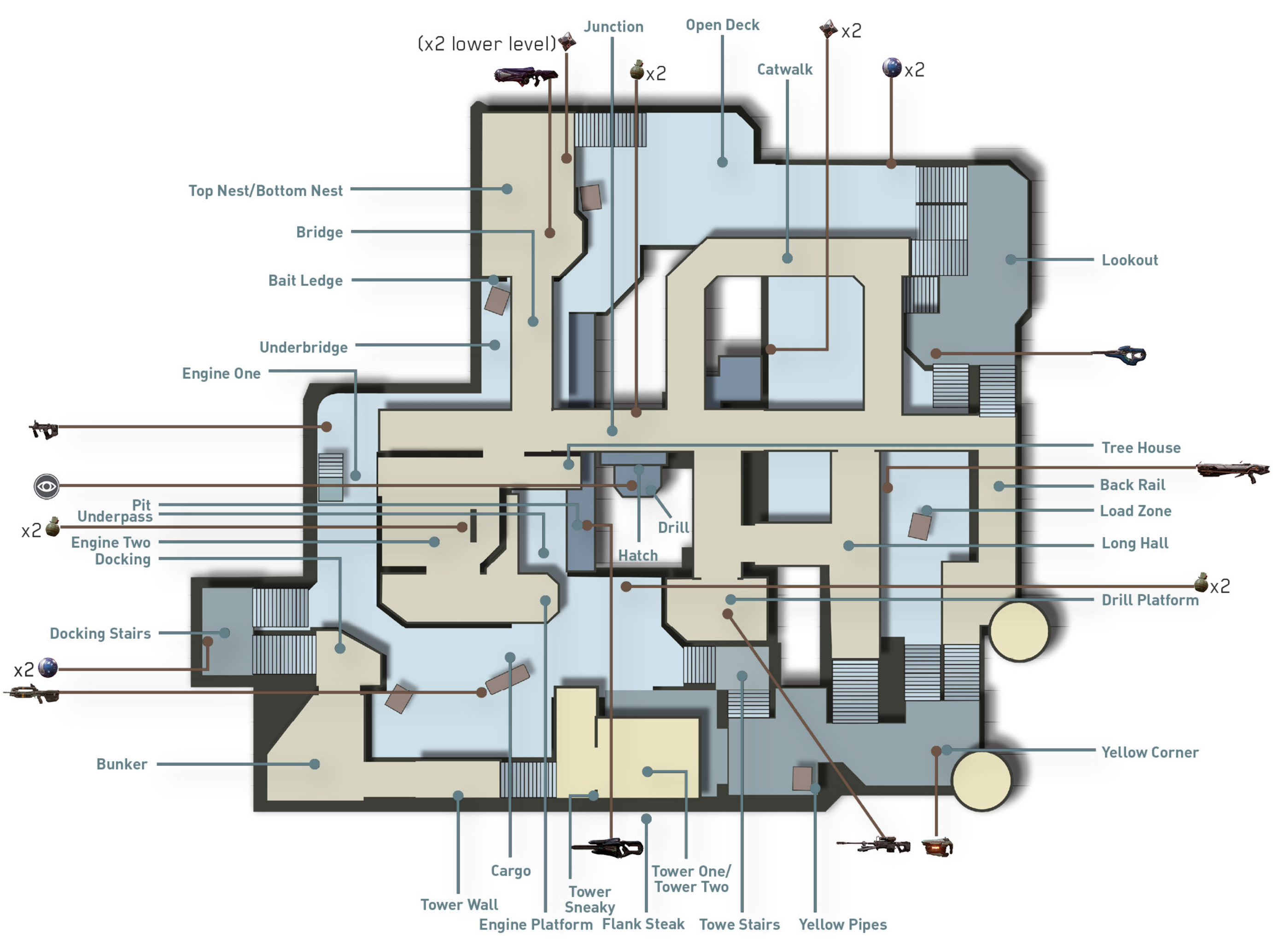
PRO TIP

Breaking Top Mid: It is important to orchestrate a well-timed and coordinated push to Top Mid before your opponent builds a sizable lead. Play it slow to start and wait for the next Overshield to come up before using the sneaky ledge positions to work together and push one side of Top Mid together.

— Kyle "Elamite" Elam

Arena

The Rig


(x2 lower level)
Junction
Open Deck
x2
Catwalk
x2
x2
Top Nest/Bottom Nest
Bridge
Bait Ledge
Underbridge
Engine One
Lookout
Tree House
Back Rail
Load Zone
Long Hall
Drill Platform
x2
Pit
Underpass
x2
Engine Two
Docking
Drill
Hatch
Docking Stairs
x2
Bunker
Yellow Corner
Cargo
Tower Wall
Tower Sneaky
Tower One/ Tower Two
Engine Platform
Flank Steak
Towe Stairs
Yellow Pipes

Description: Humanity's ravenous engines of industry require salvaging vast amounts of rare metals from Meridian's vitrified surface.

Game Modes: Slayer, Strongholds

The Rig is a vaulted asymmetrical map where mastering the verticality is key. This mining facility is dominated by a large central pit—watch your step or else you may fall to your death.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Plasma Caster	Top Nest	2:00
	Scattershot	Load Zone	0:10
	Sniper Rifle	Drill Platform	3:00
◉	Active Camo	Hatch	2:00

STARTING MOVES

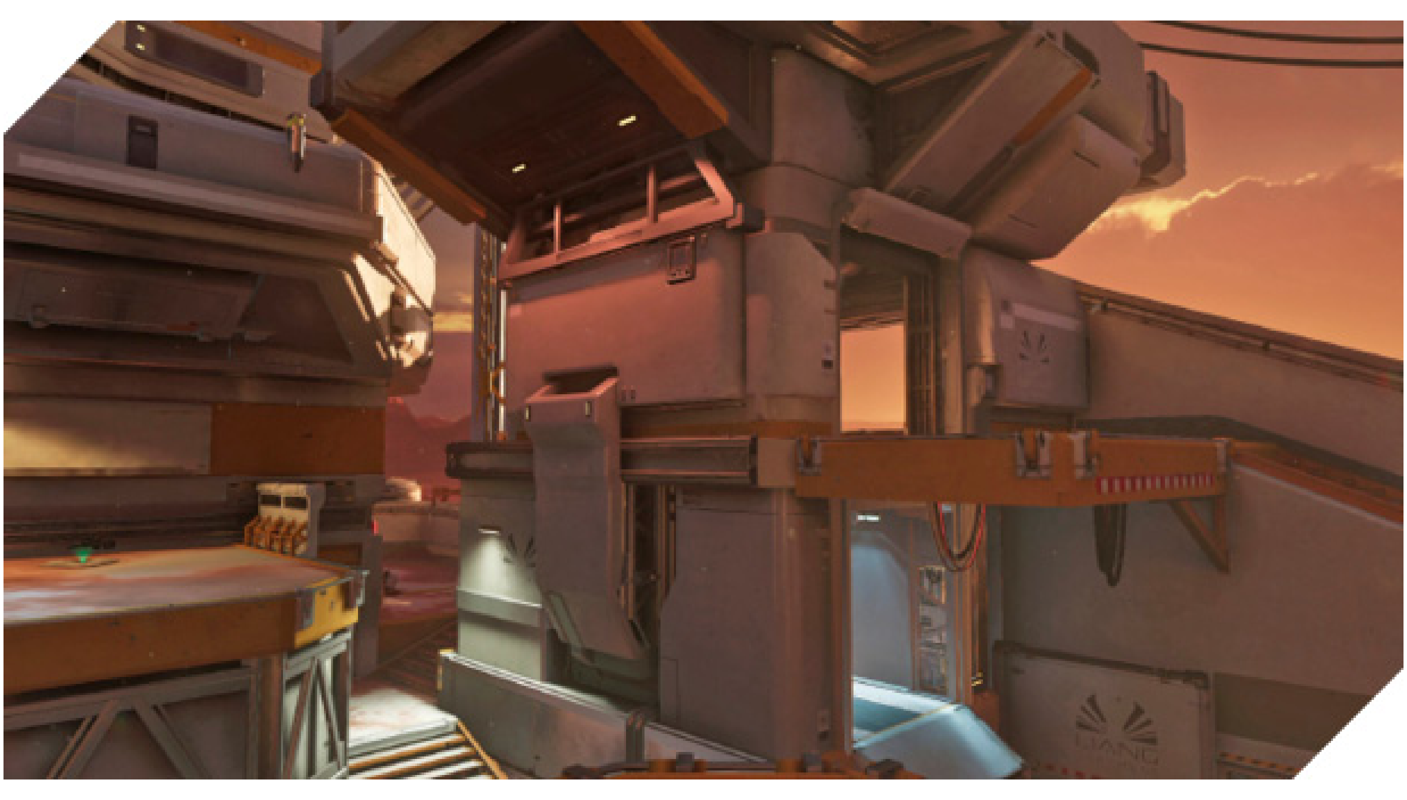
- **Red Team:** Since you spawn on the inside of the map, make an early-round push for Tower Two—you have a good chance of reaching it before Blue Team. From Tower Two you have a good line of sight on the rest of the map—watch out for Blue Team pushing from the Drill Platform or Yellow Corner.

- **Blue Team:** After spawning on the outside of the map at Lookout, grab the Scattershot at the nearby Load Zone and then rush to Tower One or Tower Two—use the Scattershot to clear out any opponents on both floors, then use Tower Two's height advantage to engage distant opponents with your Magnum.

POWER POSITION: TOWER TWO

HOW TO LEVERAGE

Given its height advantage, Tower Two is one of the most advantageous locations on the map—expect heavy fighting here. From its doorways and ledges, Tower Two has a clear view of the surrounding locations, ideal for engaging traffic around the Pit and Hatch. Use the Sniper Rifle, Plasma Caster, and grenades to rain down fire from this elevated perch. But always be ready to fend off attackers at close range.

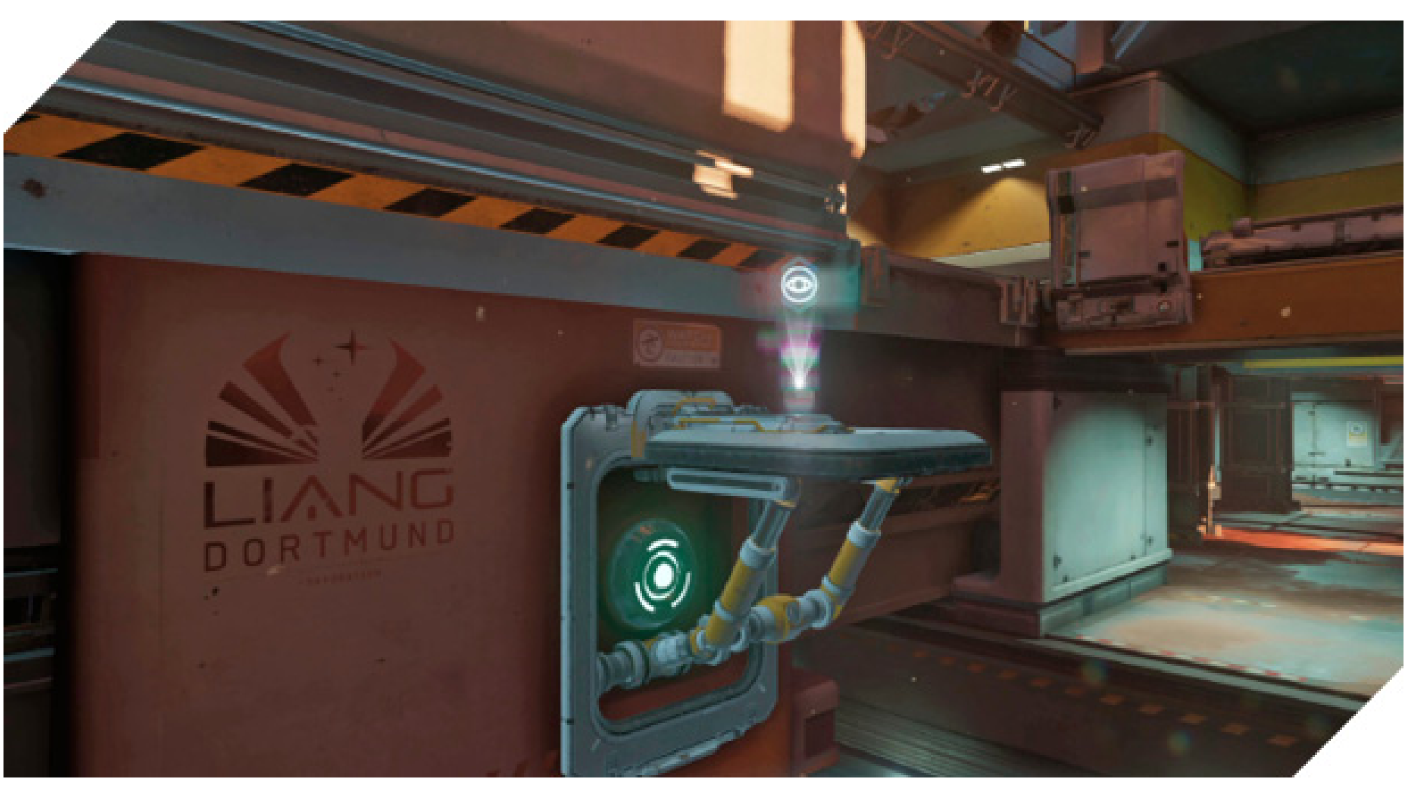


HOW TO COUNTER

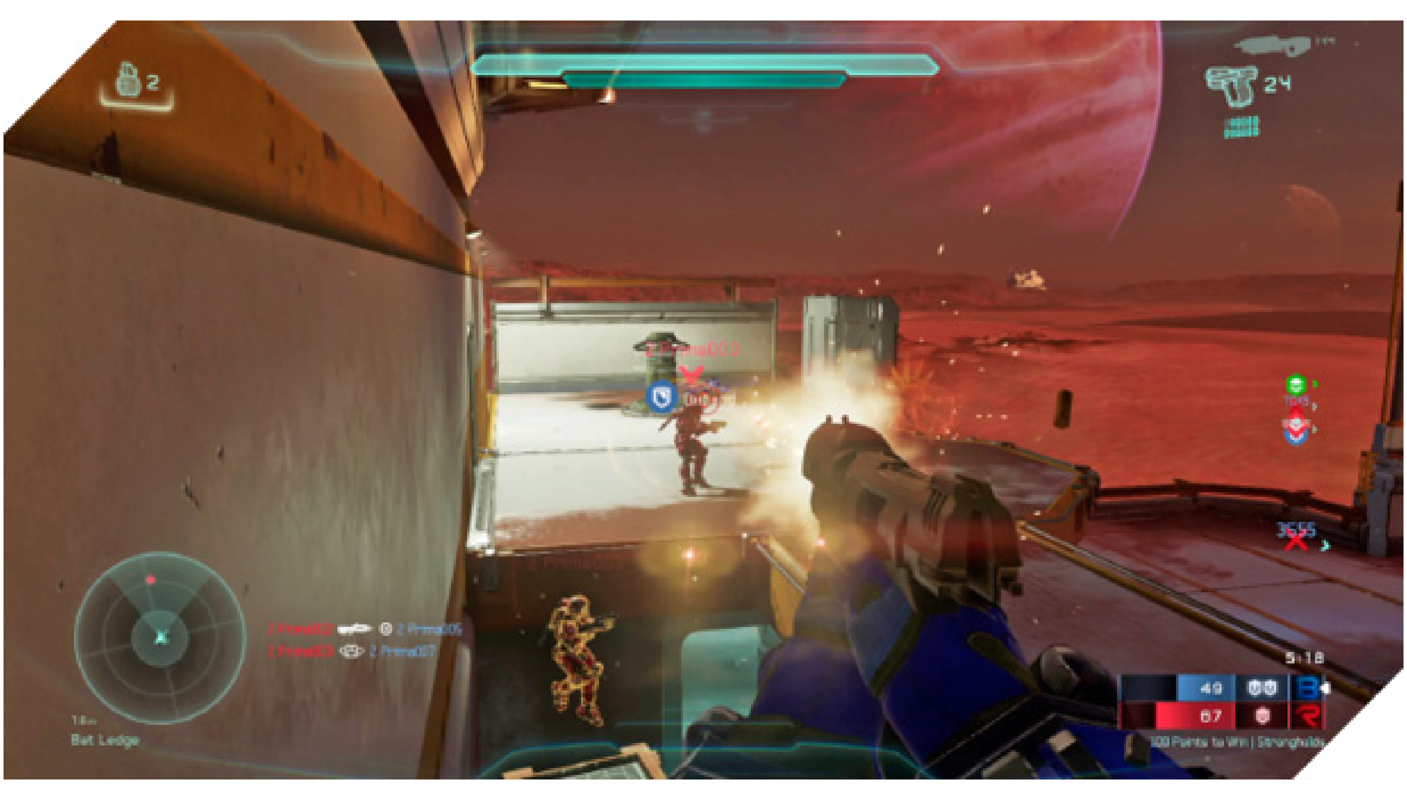
Your best bet for taking control of Tower Two is to acquire the Active Camo on the Hatch, located in the center of the map. Active Camo allows you to roam the map while invisible, making it easy to sneak up on opponents in Tower Two. Alternatively, grab the Plasma Caster from Top Nest and lob shots into Tower 2 from Engine Two. Even if you don't kill the occupants, the exploding plasma rounds usually cause enough fear to chase opponents out of Tower Two.

TACTICS

The Active Camo is on the Hatch, a small platform above the Pit—shoot the white target-like sign beneath the Hatch to make it collapse, dropping the Active Camo onto the Drill below. From the Underpass or Load Zone, jump, thrust, and clamber onto Hatch. But don't linger long—grab the Active Camo, activate it, and escape as quickly as possible.


LIANG
DORTMUND

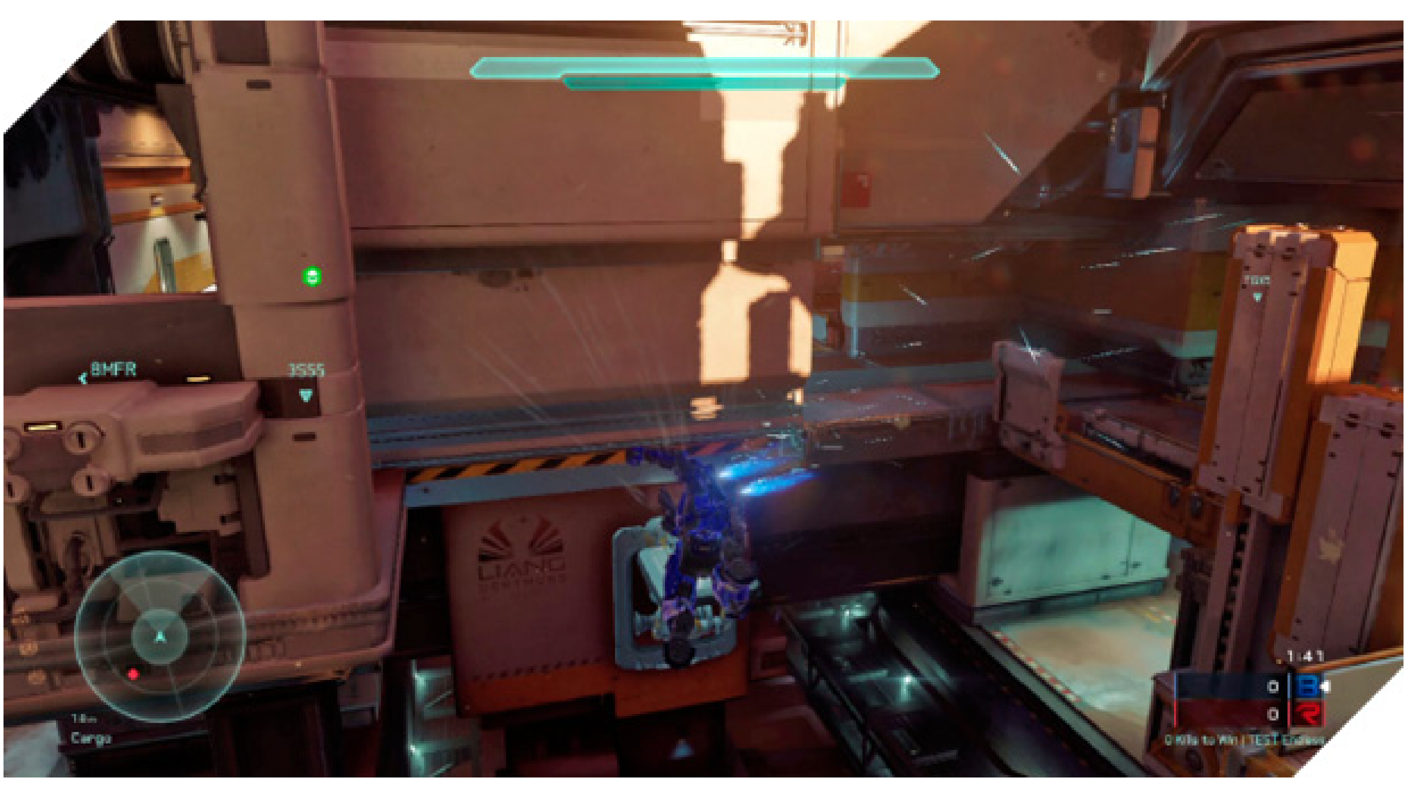
During Strongholds, focus on controlling two points instead of all three. The Strongholds at Top Nest and Load Zone give you good lines of sight, allowing you to consolidate your defensive efforts near the Catwalk and surrounding perimeter areas.


2
24
5:18
49
67
Bait Ledge

Use the Tower Sneaky ledge to quietly infiltrate Tower Two. Jump and clamber onto the Tower Wall, then simply walk into Tower Sneaky, firing down on unsuspecting opponents inside Tower Two. The Tower Sneaky ledge is also a good perch to snipe from. If you fall off the outside of Tower Sneaky, try thrusting in through the outer windows of Tower Two or Tower One to avoid falling off the map.

Active Camo and the Scattershot make for a deadly combination. If you can acquire both, you can effectively stalk your prey and one-shot them at point-blank range.

Given the map's verticality, consider using Ground Pound to quickly reach distant locations. For example, if you're in Tower Two, you can Ground Pound toward the Hatch to grab the Active Camo.


BMFR
3555
1:41
0
0
Cargo

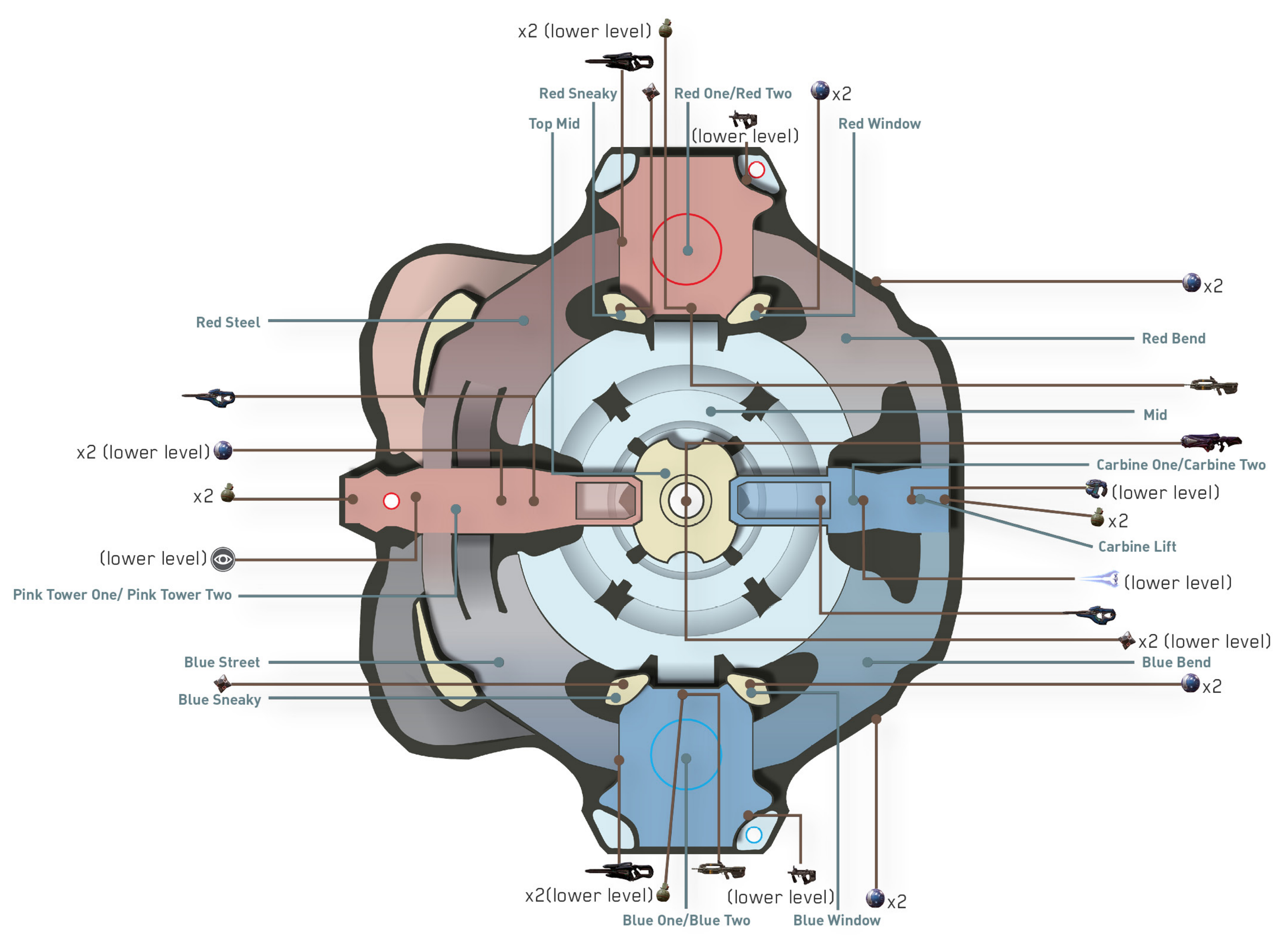
PRO TIP

Learn the ins and outs of all maps, but for Rig, make sure you know everything about and around Tower One and Tower Two. With this being such a power position, you need to be aware of where and how to dodge grenades and how to hide or flee from opponents. You need to know to which angles you are exposed at any given location and where you can find safety at any given moment. Pay close attention to the ledges outside of the tower (Flank Steak) for a quick advantage.

— Kyle "Elamite" Elam

Arena

Truth

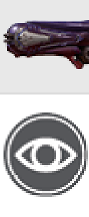


Description: Augurs aboard the Undiminished Entelechy sought to unlock the Ring's holy secrets from this control center.

Game Modes: Slayer, Capture the Flag, Strongholds

Truth is a symmetrical arena reminiscent of the classic, competitive maps from *Halo 2*. Because of its mix of close-quarter and long-range combat, fundamental skills and a balanced loadout are essential.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Energy Sword	Carbine One	0:10
	Plasma Caster	Top Mid	2:00
	Active Camo	Pink Tower One	2:00

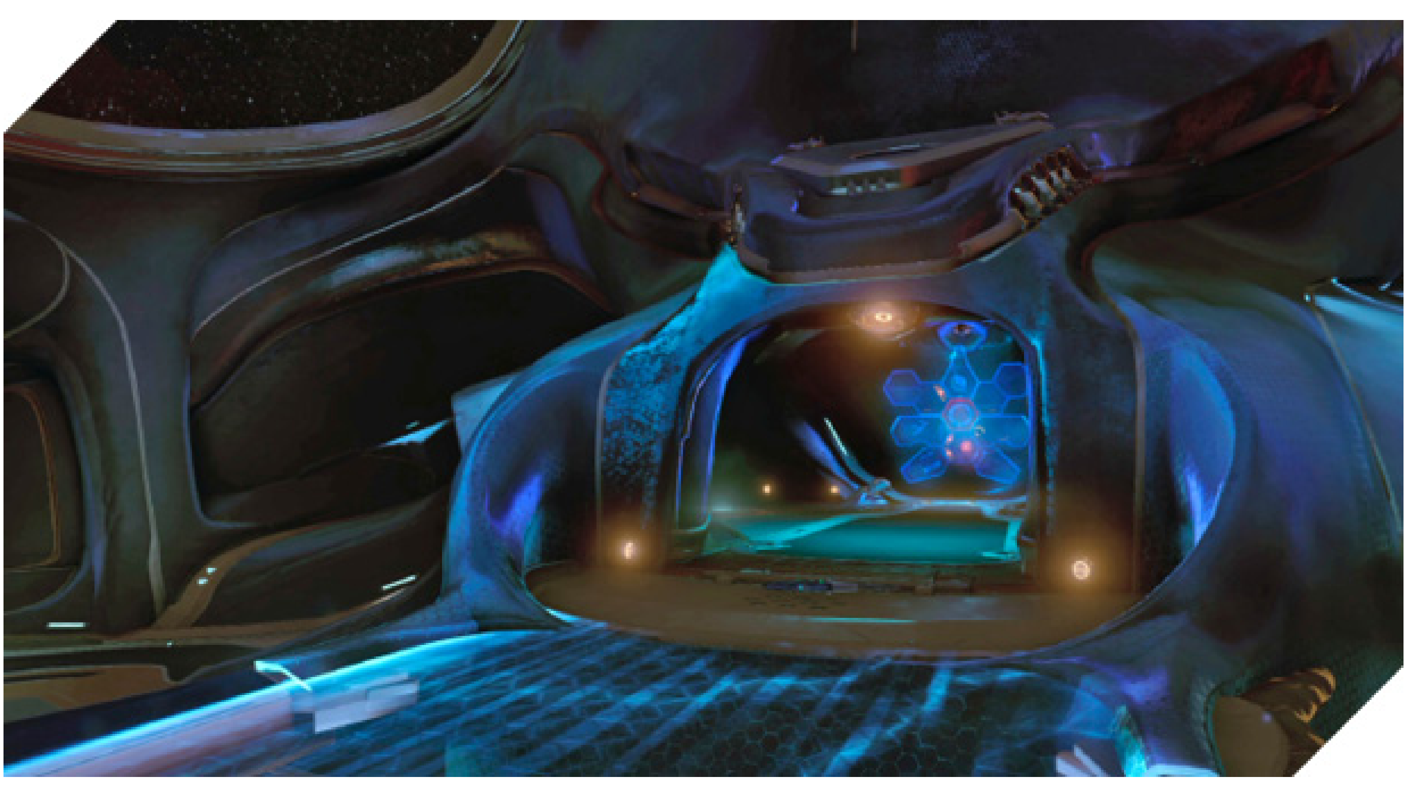
STARTING MOVES

▶ With the rest of your team, make an aggressive push for the Active Camo at Pink Tower One. But expect heavy resistance here, as the opposing team is likely making the same move. Get eyes on the Active Camo from Red or Blue Street and rain down grenades on opponents attempting to grab the Active Camo. Rushing in will likely get you killed, so be patient and wait for an opening.

▶ If you're not running for the Active Camo, try to acquire the Energy Sword at Carbine One. Since most other players are clustered around Pink Tower One, you probably won't face much resistance around the Energy Sword. Still, remain vigilant and be ready to open fire with your Assault Rifle.

POWER POSITION: PINK TOWER TWO

HOW TO LEVERAGE



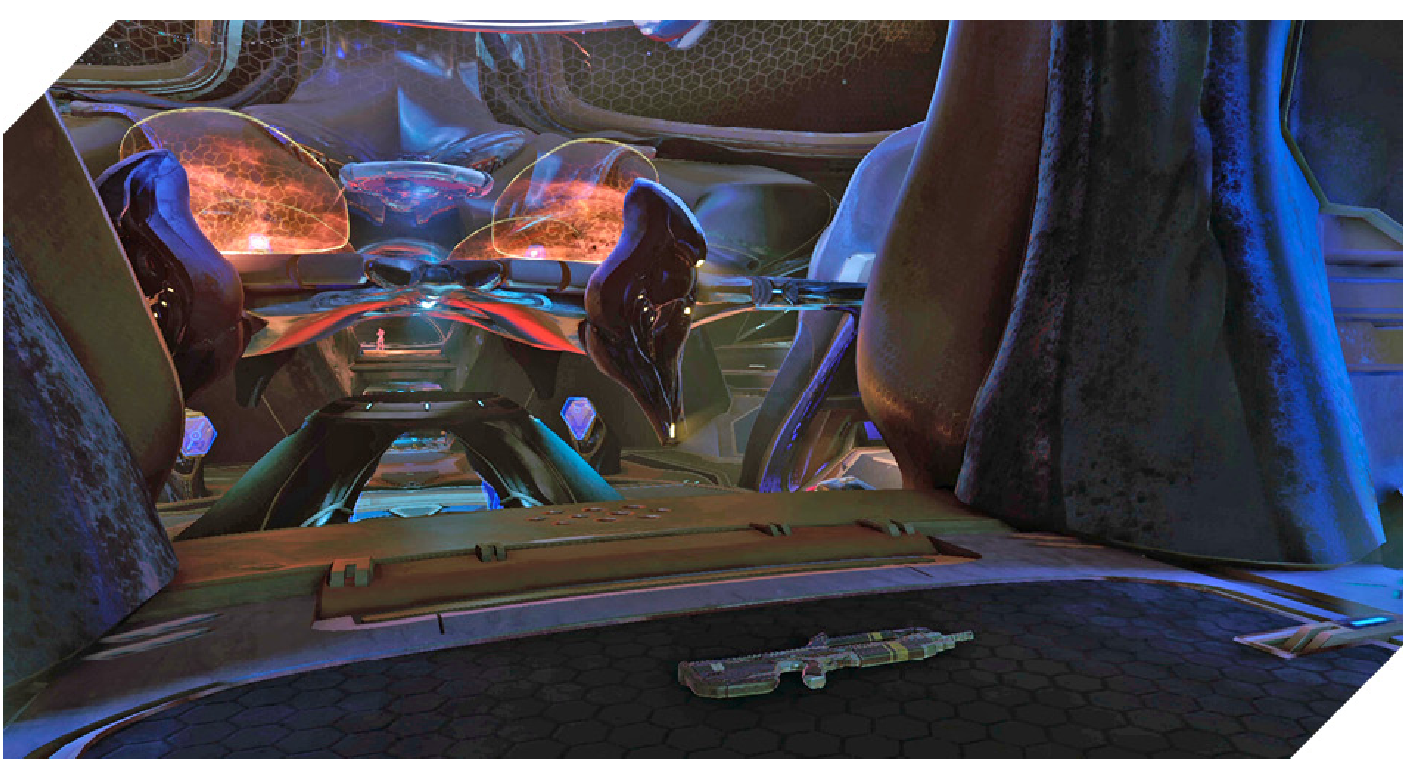
Pink Tower Two provides lines of sight on multiple high-traffic locations, including Top Mid and both bases. Hold here and use a Battle Rifle or the Covenant Carbine to assist your teammates from a distance. Also, the Active Camo spawns beneath the tower, making it important to control this side of the map—find a concealed corner and ambush opponents making a play for the Active Camo. This location also provides excellent cover, ideal for escaping incoming fire and grenades.

HOW TO COUNTER

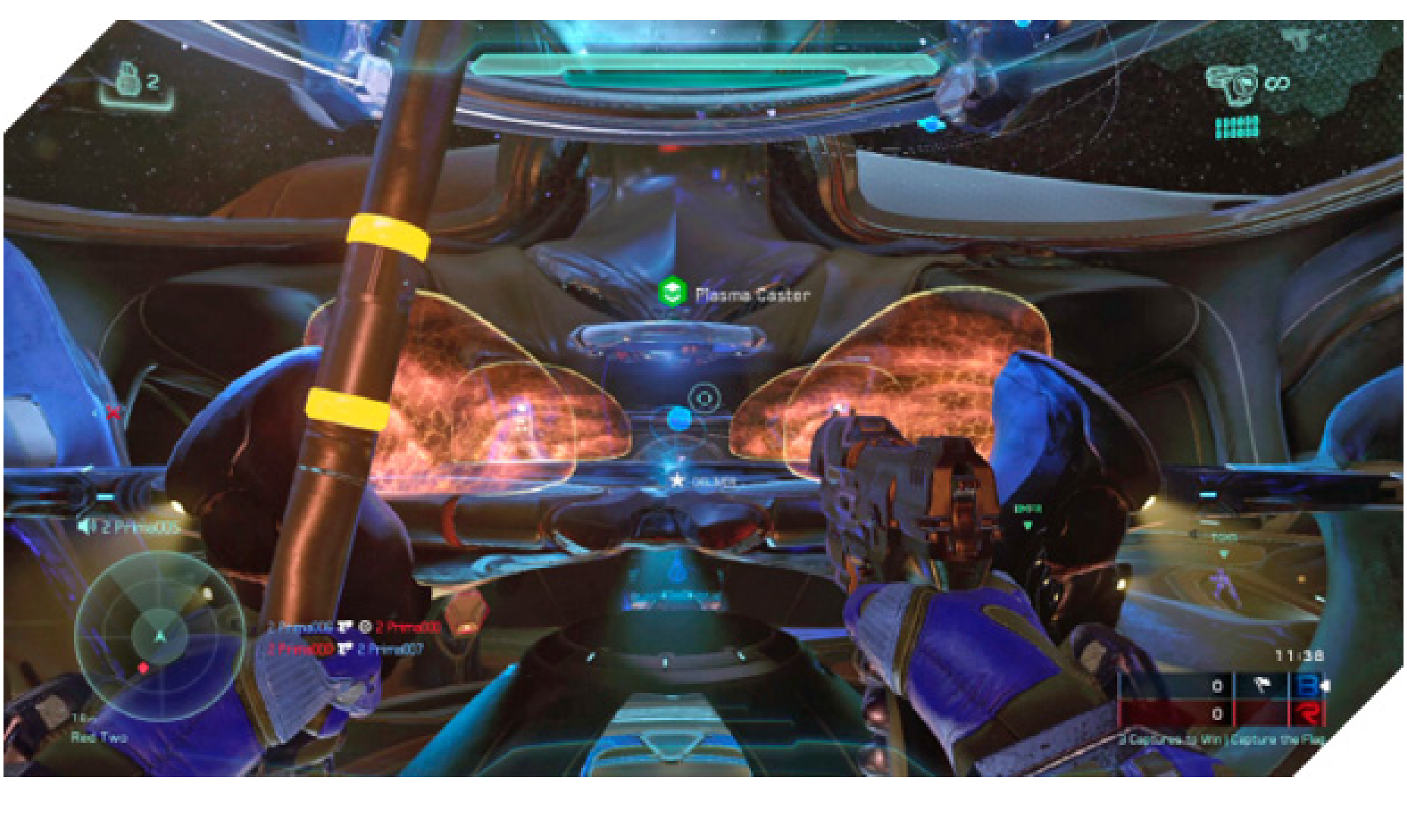
If the opposing team holds Pink Tower Two, act quickly to wrestle this positon away—but you'll need some help. Using the Plasma Caster, bombard Pink Tower Two from Carbine Two or one of the windows at Blue Two or Red Two. This gives your teammates the opportunity to flank from Blue or Red Street, saturating Pink Tower Two with grenades. Even if you can't secure a kill, a multi-pronged push toward Pink Tower Two with explosive weapons may be enough to rout your opponents.

TACTICS

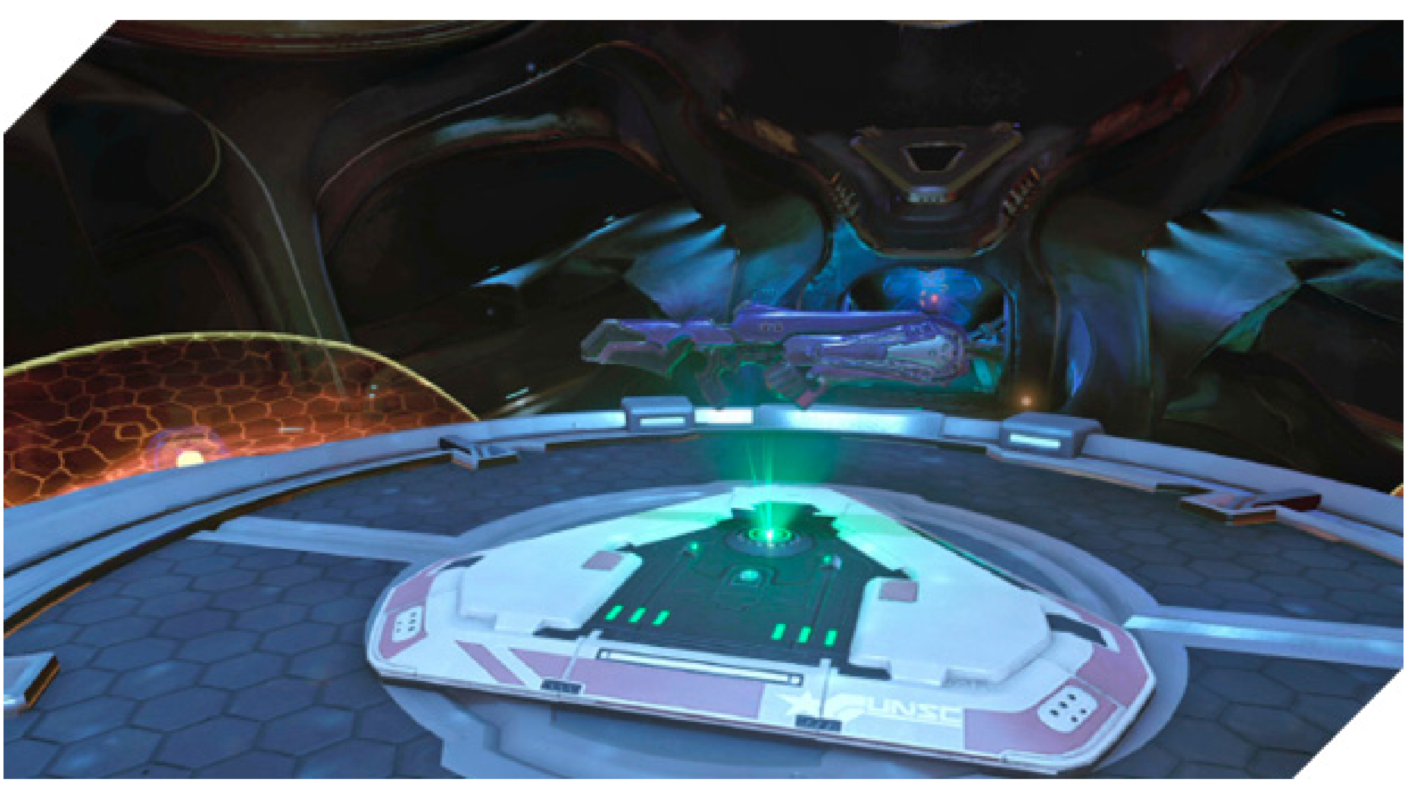
The Battle Rifles (at Red Two and Blue Two) and Covenant Carbine (found at Carbine Two) are the most effective long-range weapons on this map. When posted at Red or Blue Window, use them to engage traffic around Pink Tower.



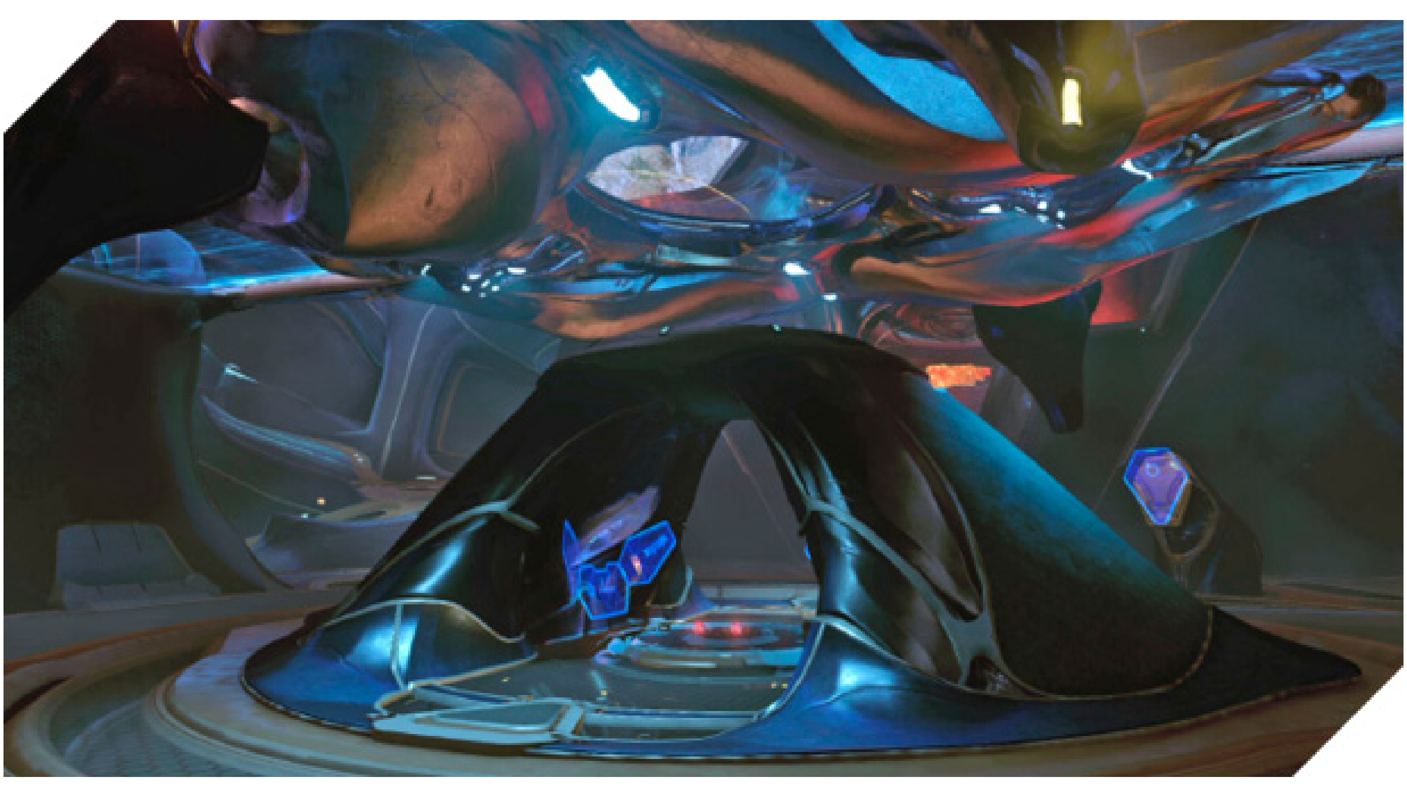
When carrying the flag during Capture the Flag, jump and thrust out of the opposing team's Window and then toss the flag toward Top Mid. From there you can grab the flag and jump into your base's Window for a quick capture. Attempt this direct route only when three opponents are down.



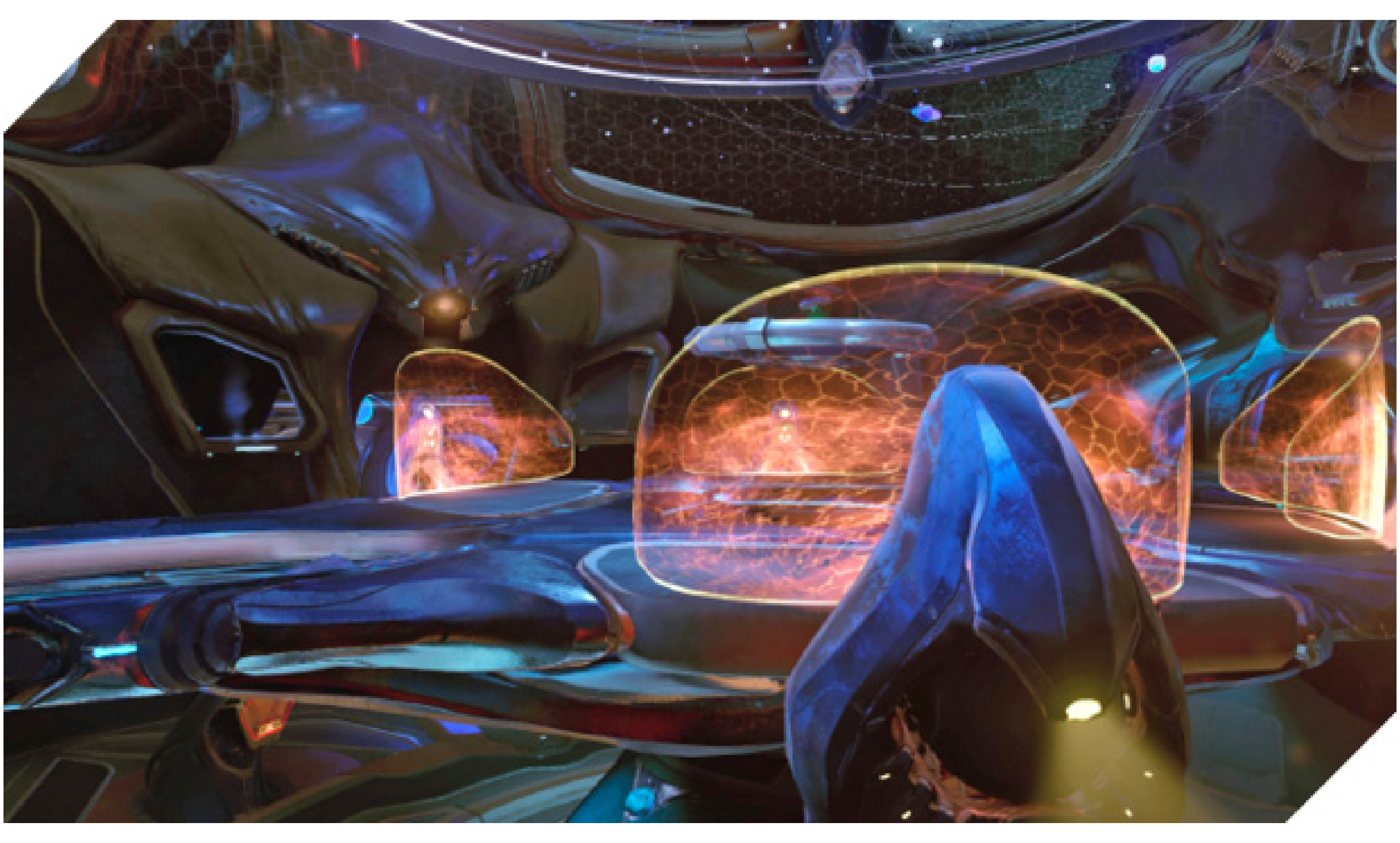
If you sprint, jump, and thrust from your base's Window, you can clamber onto Top Mid. This is a quick way to acquire the Plasma Caster at the start of a match. Or use this route to quickly access Pink Tower Two.



When patrolling Mid, jump off the pyramid-like structure and then jump and clamber up through the hole in Top Mid. From Top Mid you can quickly analyze and respond to any situation on the map. This is also a fast way to transition to Pink Tower Two or Carbine Two.



The orange transparent walls at Top Mid are not holograms—they can block incoming fire. But they can be destroyed with sustained fire. If opponents are hiding out at Top Mid, eliminate these orange barriers to deny them cover. The barriers regenerate over time.



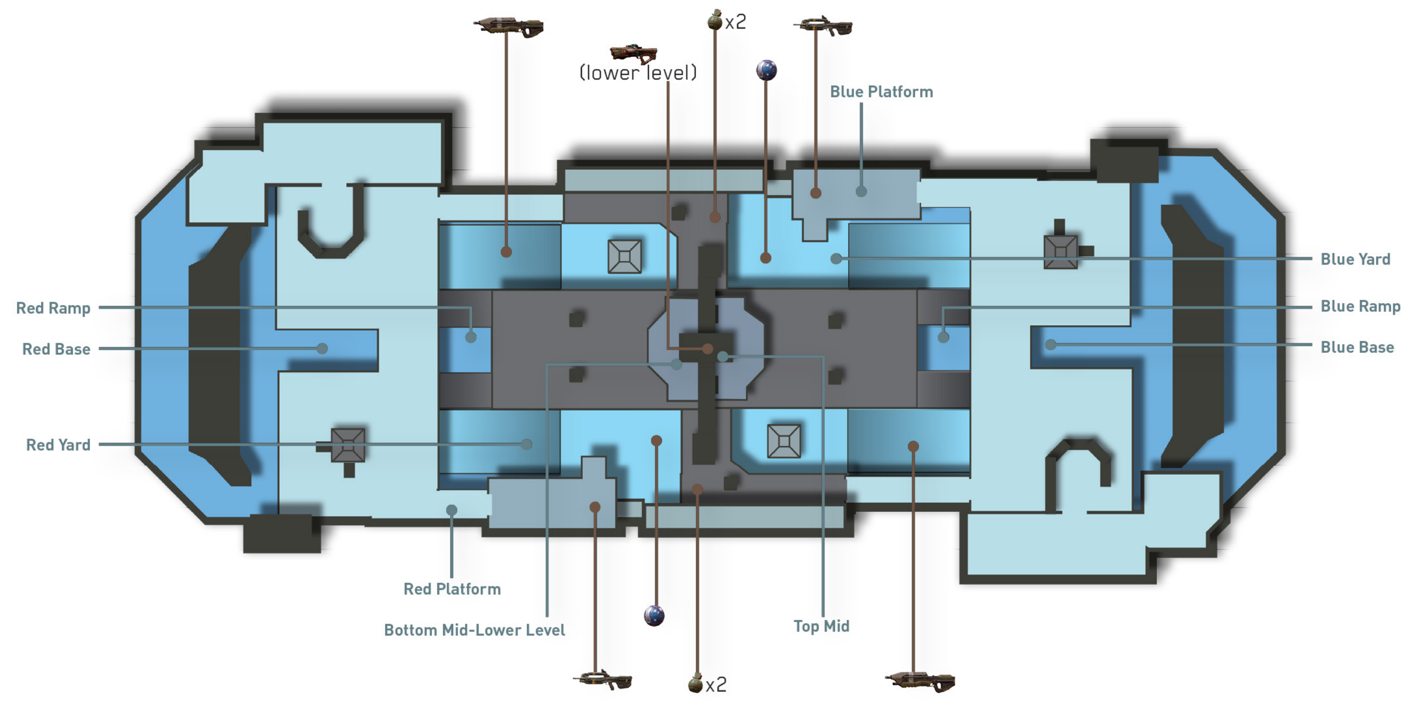
PRO TIP

When controlling a base, never underestimate the advantage of Red Sneaky and Blue Sneaky. They provide an elevation advantage and prevent you from getting snuck up on. The ledges can also give you the possibility of first shot on your opponent or aid in a quick getaway in a sticky situation.

— Kyle "Elamite" Elam

Arena

Altitude



Description: Let it be eternal.

Game Modes: Breakout

Altitude is dominated by a large, central tower-like structure at Top Mid that's accessible via two large ramps leading out of each team's base. While maintaining a height advantage is crucial, the lower areas of the map provide plenty of cover and opportunities for flanking.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Hydra Launcher	Bottom Mid	0:10

STARTING MOVES

- ▶ Rush up the Red or Blue Platfrom to grab the Battle Rifle and use it to score some long-range hits on opponents. Controlling the high ground is essential, and having at least one teammate providing long-range cover fire from the Red or Blue Platform is crucial for keeping opponents hunkered down near their base.

- ▶ If you're not occupying the Red or Blue Platform, rush up the central ramp to take control of Top Mid. However, watch out for incoming fire and grenades coming from Red or Blue Platform on the left side. Use the central ramp (where the Breakout flag is placed) for cover.

TACTICS

By using the lifts in Blue and Red Yard you can sneak up on Top Mid, taking opponents by surprise. Bounce from the lower lift to the upper lift (on the Red or Blue Platform) to reach new heights. By continuing to jump and clamber you can reach the roof of Top Mid, ideal for engaging opponents rushing about below.

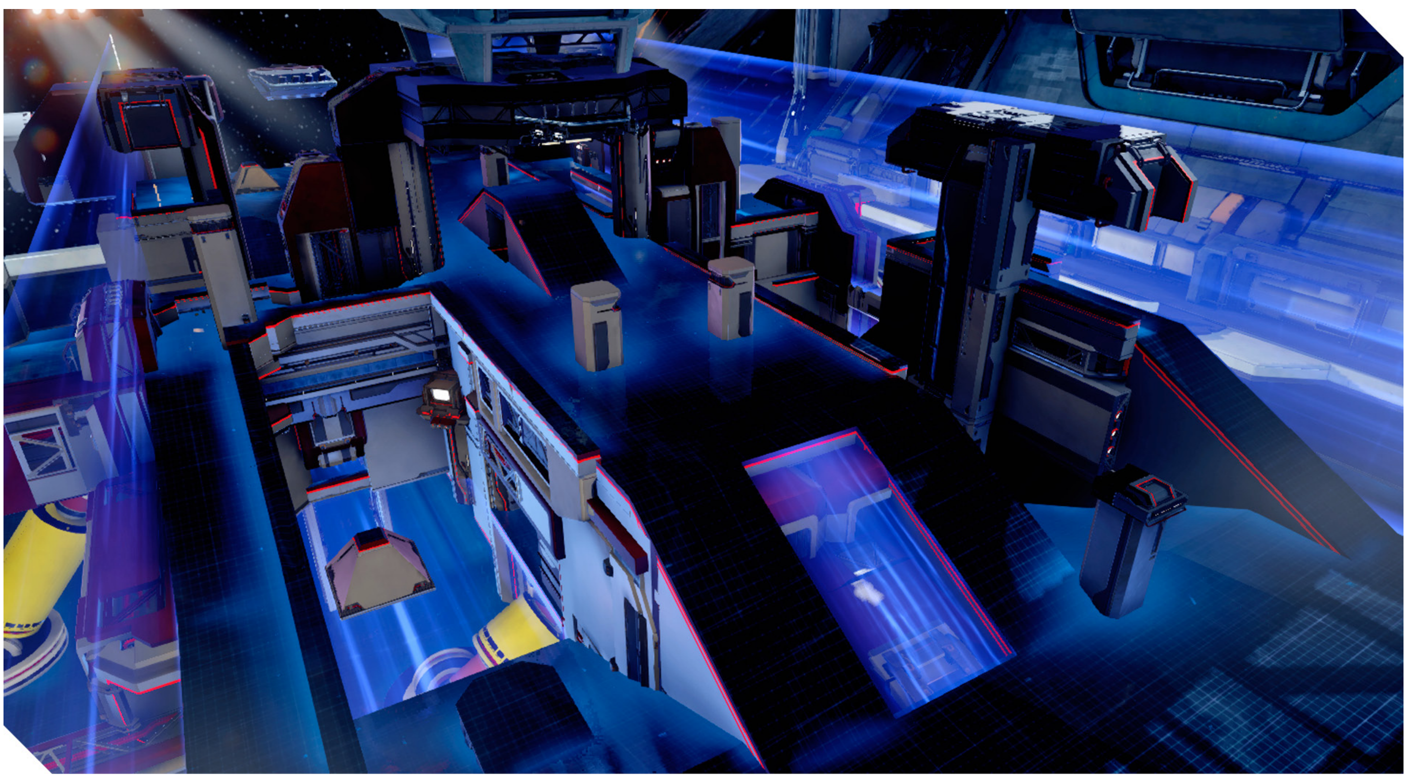
Drop through the hole in Top Mid to stage a Ground Pound on opponents in Bottom Mid. This hole can also serve as a good escape route when carrying the flag.

Realizing that players are most likely rushing to Top Mid, Blue Platform, or Red Platform, toss some grenades toward these areas at the start of a round. You may get lucky and score a kill, giving your team an early-round advantage.

You can't jump or crawl through the narrow rectangular windows in the Blue and Red Yards—but you can shoot through them. Use these bunker-like portholes to engage opponents on the other side. At the very least, peek through these windows to get an idea of where the opponents are positioned.

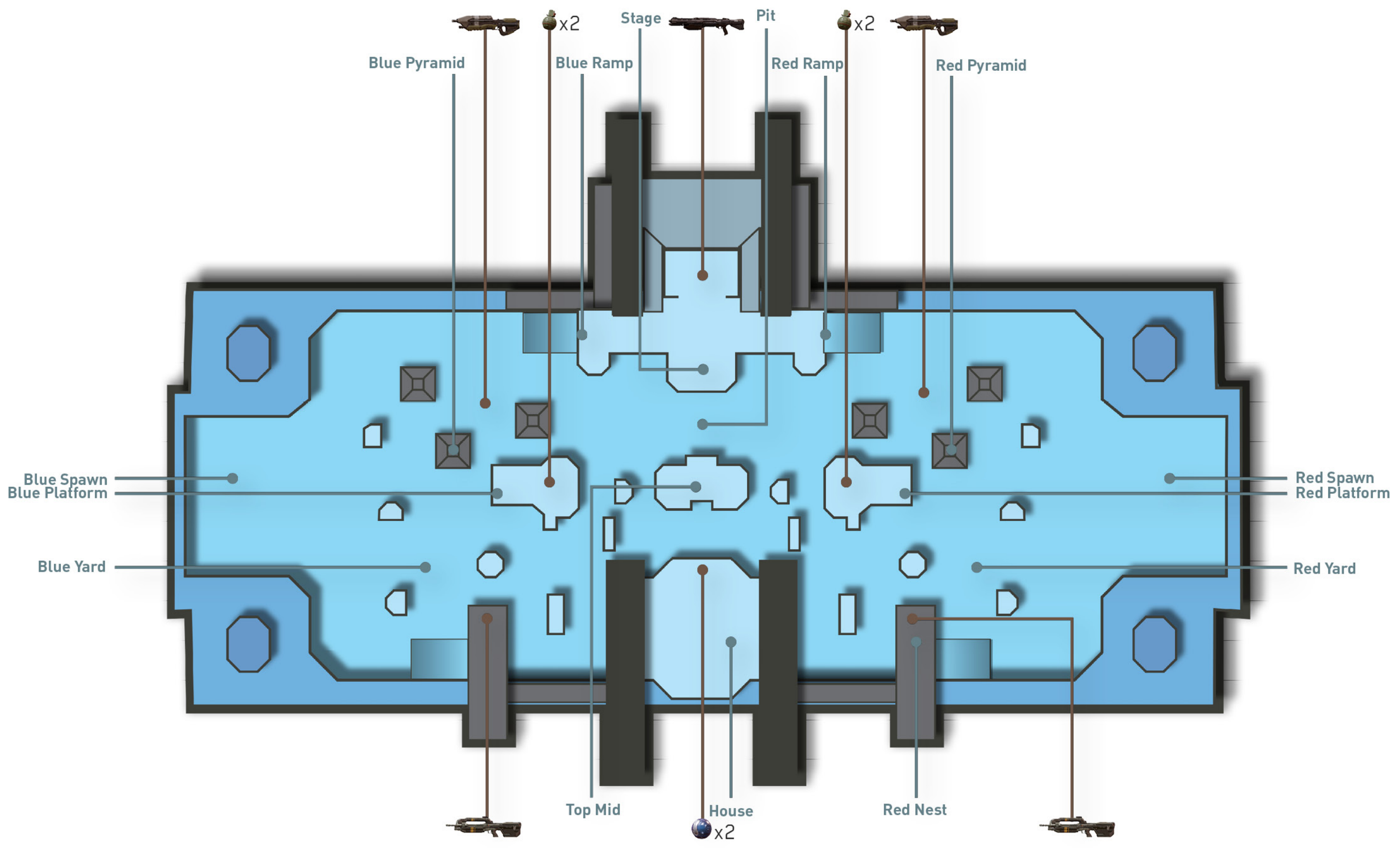
There are lifts on the front sides of the Red and Blue Platforms. Usually, these lifts launch you toward Top Mid. But if you thrust in the opposite direction, you'll land on the Red or Blue Platform. This is a good way to surprise opponents and acquire the Battle Rifle, which spawns here.

Don't forget to play defense during Breakout. If you're the last player on your team, retreat to your team's base and play goalie—this is critical if the opposing team has already acquired the flag. There isn't much cover for the flag carrier, giving you the chance turn the tide.



Arena

Crossfire



Description: The broadcast of Breakout matches has proven immensely popular with the UNSC Infinity crew.

Game Modes: Breakout

Due to the map's open lines of sight, matches on Crossfire usually turn into a stand-off as both teams rush to cover and exchange fire from a distance. While there is a Shotgun on the map, long- and mid-range weapons like the Magnum and Battle Rifle are most effective here.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Shotgun	Stage	0:10

STARTING MOVES

- As soon as you drop into the arena, rush toward the Red/Blue Nest and grab the Battle Rifle. The Nest has lines of sight on most of the map, making it the ideal position for scoring at least one early-round kill. Use the pillar for cover, peeking around the left and right sides to line up shots. In Breakout, if your team can go up one player, you can initiate a push. But always keep a teammate in the Nest to provide covering fire.

- If you're not perched in the Nest, take cover in the Pyramid area. Don't worry about grabbing the Assault Rifle here. Instead, peek around the pyramid-shaped obstacles and engage opponents with your Magnum.

TACTICS

Initiating any kind of advance can be risky, but if you do push forward, do so through the Pit while hugging the wall of the House. The low terrain of the Pit offers adequate cover and concealment, giving you the opportunity to flank unsuspecting opponents.

While the House may look like a good source of cover, it is often bombarded by incoming grenades. So exercise extreme caution when moving here—grab the Plasma Grenades that spawn inside and then get out.

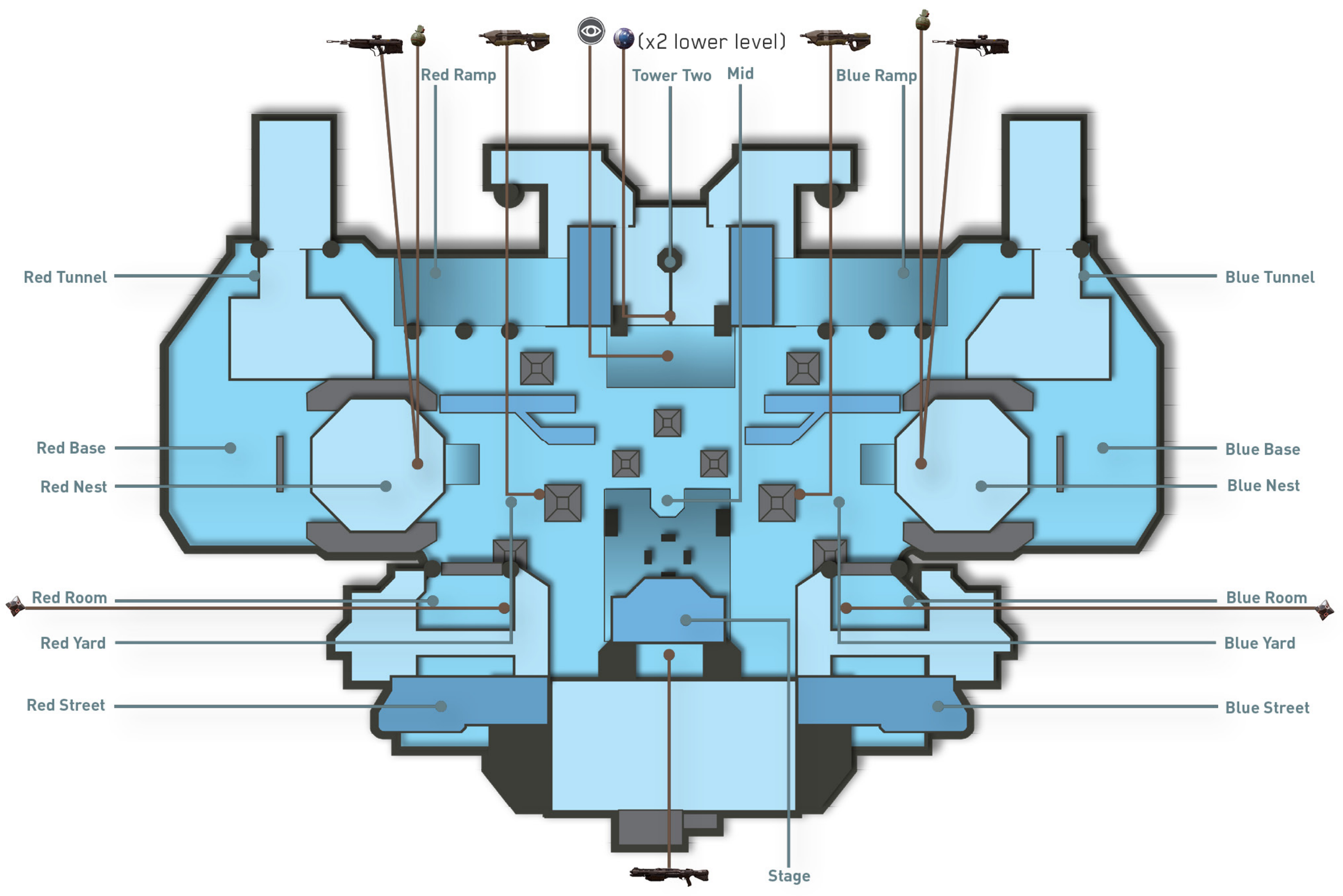
As with the House, advancing through the Stage can be risky. But the Shotgun inside may be too enticing to pass up. Hold off on pushing into the Stage until your team has at least a 4-3 advantage. This will give you the opportunity to sneak in, grab the Shotgun, and attempt a flanking maneuver near the opposing team's Pyramid area.

There is no shortage of grenades on this map, so don't forget to use them—they respawn every 30 seconds. At the start of a round, toss your two Frag Grenades toward known high-traffic areas like the opposing team's Nest, Pyramid, or Platform. You can always replenish your grenades from either Platform. Even if you don't score a kill with your opening tosses, the explosions may be enough to force an opponent out of cover, leaving them vulnerable to your team's fire.

In Breakout, the flag is completely exposed at Top Mid. This makes flag capture attempts extremely dangerous. On this map it's much better to win a round by hunting down the opposing team. Only attempt flag captures if you know where the surviving opponents are hiding out; have your teammates contain them while you run the flag.

Arena

Gambol



Description: Up and down, round and round.

Game Modes: Breakout

Despite being one of the largest Breakout maps, Gambol offers a surprising mix of close- and long-range sight lines, rewarding aggressive gameplay. Take a cue from the map's name—prepare to run and jump about while taking the fight to the enemy

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
👁	Active Camo	Tower Two	2:00
	Shotgun	Stage	0:10

STARTING MOVES

- ▶ After hitting the ground, rush up to the Red/Blue Nest and grab the DMR. The Nest offers a clear view of the map, making it an ideal position for targeting distant opponents—including those in the opposing Nest. But you're likely to take fire here, so don't expose yourself in an open window for long. Peek out from the left or right side of the window to line up your shots.

- ▶ If you're not sniping from the Nest with the DMR, make a push along one of the flanking paths. Instead of rushing up the ramp to Tower Two, consider going low, moving beneath Tower Two or the Stage in an attempt to flank opponents. When maneuvering in these tight quarters, keep your SMG equipped, because engagements are likely to occur at close range.

TACTICS

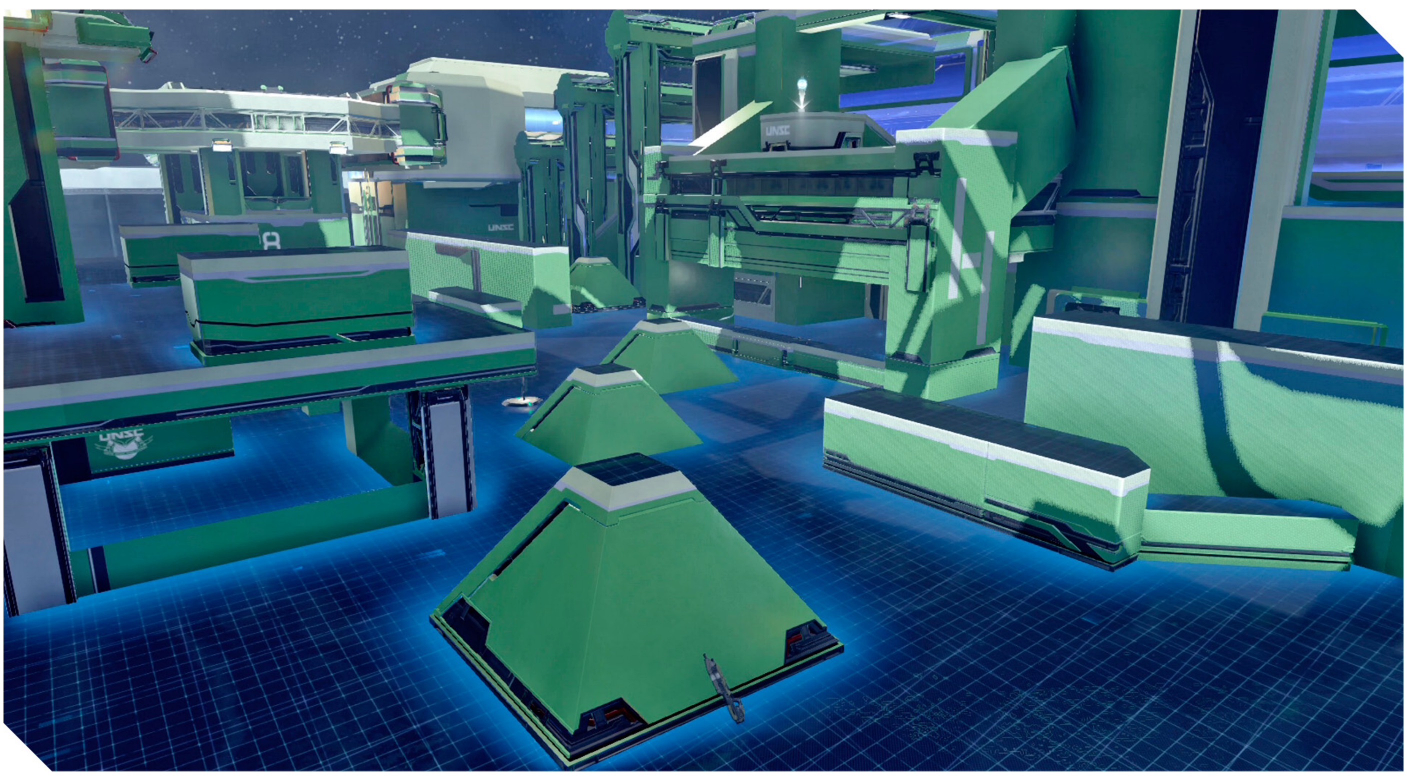
In competitive matches it's important to spread out and cover a few key areas. While one player occupies the Nest and provides covering fire with the DMR, send two players up the Red/Blue Ramp toward Tower Two—expect some close-range duels here as both teams collide. Send the fourth player toward the Stage to balance your team's advance.

When moving up the Red or Blue Ramp, jump and thrust off the side of the ramp and clamber onto Tower Two. From here you can get an angle on the opposing team rushing up their ramp, often catching them off-guard.

At the Stage, use the pillars for cover while inching your way toward the Shotgun. Players on the Stage also have a good flanking angle on opponents rushing up the Red/Blue Ramps or loitering at Tower Two.

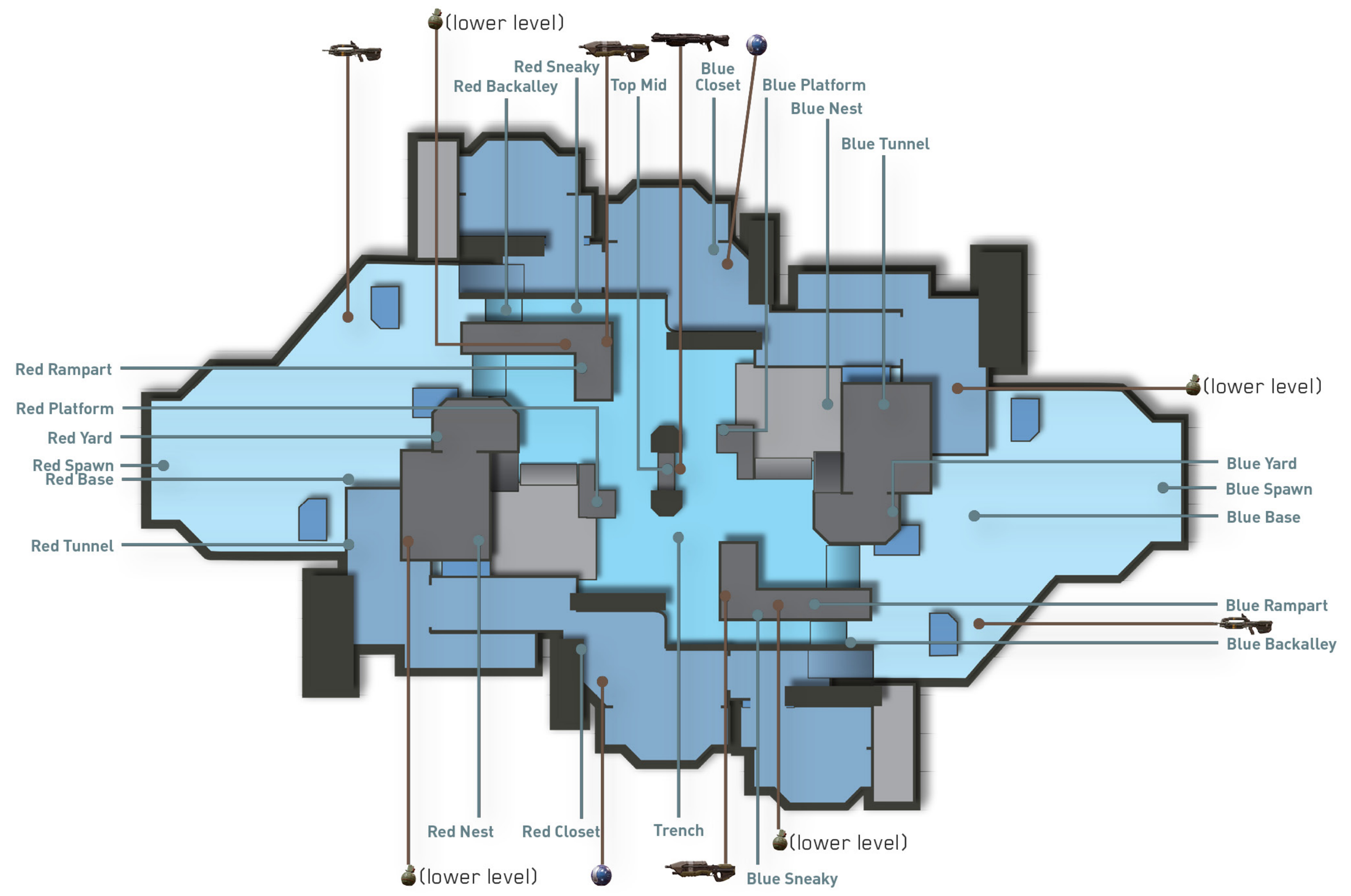
Although the map is large, it's important to keep a versatile loadout for both close-range and long-range engagements. Initially, the SMG is adequate for close-quarter duels, but try to upgrade to the Scattershot or Shotgun for greater lethality. The Magnum is decent for long-range duels, but the DMR is the best option on this map.

During Breakout matches, don't be afraid to grab the flag. The map features plenty of cover and routes for flag carriers. After grabbing the flag, push toward the base of Red or Blue Ramp in an effort to hide yourself from opponents in the Nest. Alternatively, run it beneath the Stage. Whatever you do, keep the flag low, where you can leverage the plentiful cover to conceal your movements.



Arena

Trench



Description: Simulated combat environments such as this test the teamwork and tactics of newly inducted Spartans before deployment.

Game Modes: Breakout

Trench is one of the smaller Breakout maps, providing plenty of cover and sneaky flanking opportunities. This map can be played defensively or aggressively—use the cover to hold back and engage at long range, or sneak around the map to outmaneuver your opponents.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Shotgun	Trench	0:10

STARTING MOVES

- ▶ At the start of the round, rush to the left side of your team's Yard to grab the Battle Rifle. With the Battle Rifle in hand, inch up the Red/Blue Rampart's ramp but don't extend too far. Hang back on the ramp of the Rampart while scanning the far side of the map—make an effort to pick off the opponent who picked up the Battle Rifle on the other side.

- ▶ While a teammate provides cover fire with the Battle Rifle, push along the right side through your team's Tunnel and Closet in an attempt to flank the opposing team's Rampart. Here you can put fire on the opposing team's Battle Rifle player, helping shut down their long-range game.

TACTICS

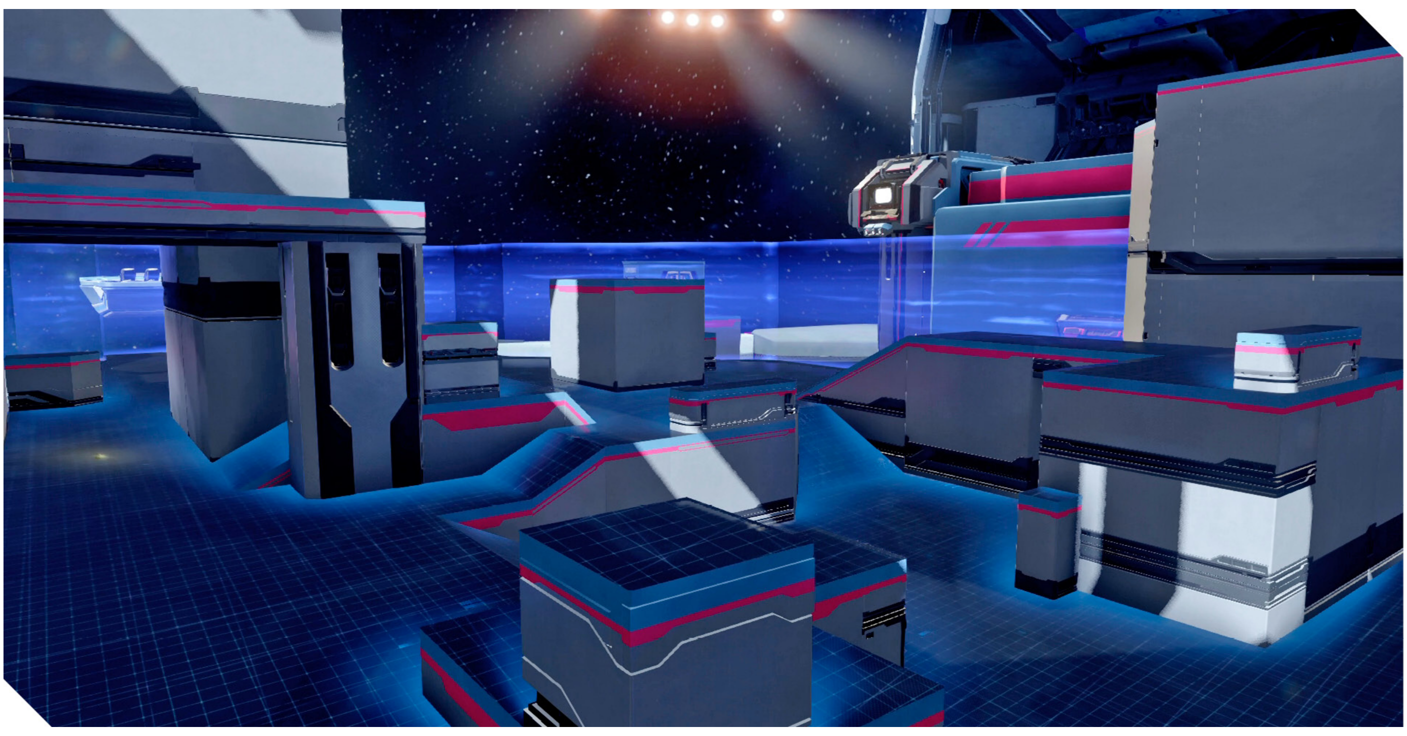
The Shotgun, located in the Trench just below Top Mid, acts like bait, drawing players toward it. Don't fall for this trap. Instead, hold back and pick off opponents rushing toward the Shotgun. If your team gains an advantage, grab the Shotgun and use it to help hunt down the opposing team's remaining survivors.

Don't swap out the SMG for another weapon. The weapon's high rate of fire and large magazine capacity are essential when maneuvering through the cramped confines of the Tunnel, Closet, and Back Alley areas on the perimeter of the map.

Don't be afraid to play aggressively on this map, particularly during the opening moments. While the other team finds their positions, sprint forward through the Trench toward the opposing team's Rampart. If you jump, stabilize, thrust, then clamber, you can reach the top of the Rampart and surprise any player using this structure for cover.

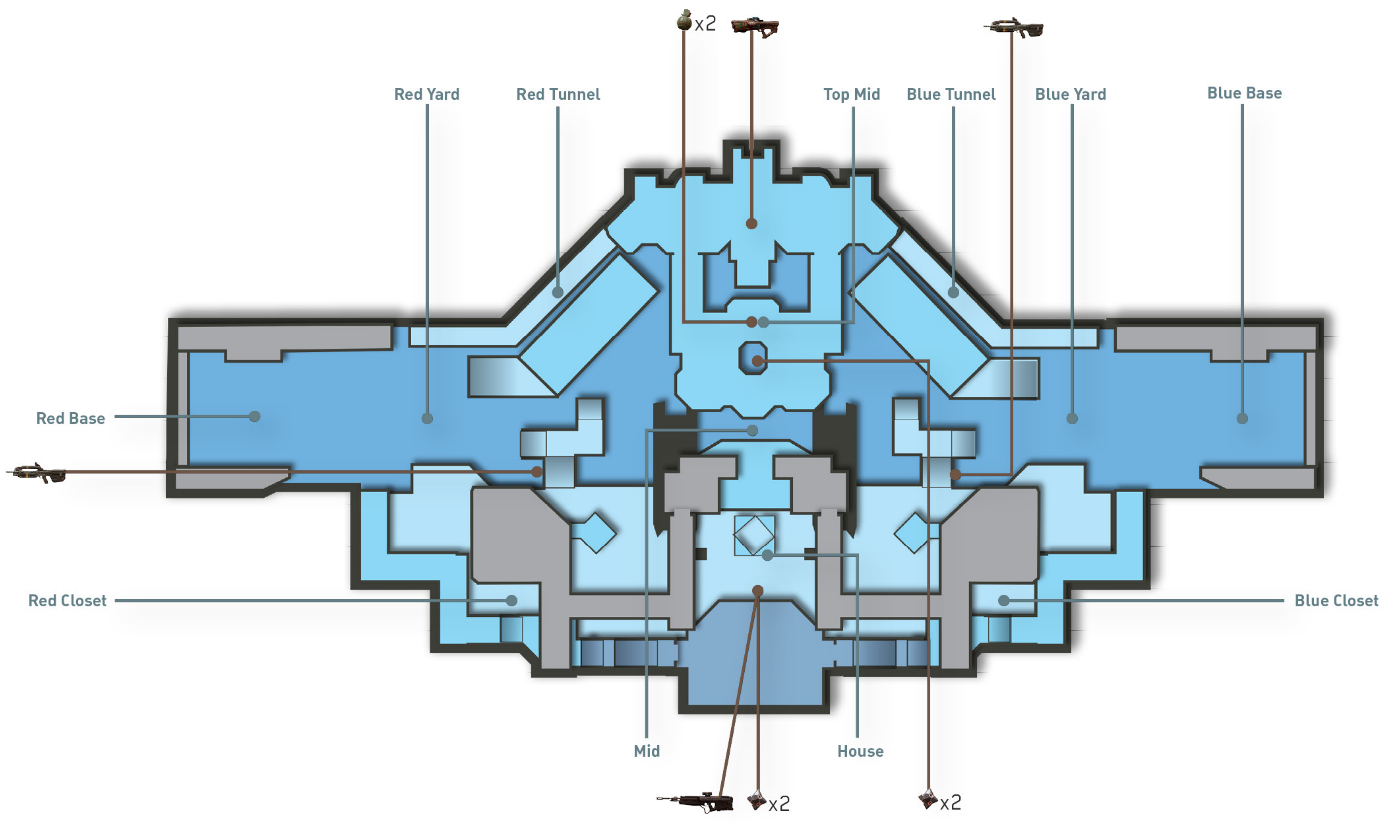
If you're the last player alive on your team, fall back toward your team's base and go on defense, taking cover behind one of the blocks by the Red Yard. Instead of peeking out and exposing yourself to the map's center, wait for opponents to come into view, then ambush them. Once the enemy pushes into your team's base, they won't have any cover, leaving them vulnerable.

There are narrow ledges along the perimeter of the map that can be accessed from the Platforms, Ramparts, and Nests. Jump, thrust, and clamber to take advantage of these high perches. However, these ledges are completely exposed. Still, these vantage points can come in handy during the final moments of a round when you're hunting down the surviving opponents.



Arena

Trident



Description: There were Warthogs, and a Spartan on fire…

Game Modes: Breakout

Trident is a relatively compact map with three distinct lanes. While the center lane provides the longest sight lines, there is still ample cover for maneuvering. The two perimeter paths offer even shorter lines of sight, leading to some intense close-quarter firefights.

FEATURED WEAPONS AND POWER-UPS

ITEM	NAME	LOCATION	RESPAWN TIME
	Hydra Launcher	Top Mid	0:10

STARTING MOVES

At the start of the round grab the Battle Rifle and use the nearby ramps in your team's Yard to engage distant opponents—look for targets in the House and Top Mid. But be careful not to overextend—pushing out too far onto the ramp leaves you exposed to incoming fire. Instead, hold back, peeking over the ramp to spot and engage opponents.

If you're not holding back with the Battle Rifle, rush through your team's Closet area on the way to the House. But be ready for a fight—toss grenades off the House's back wall in an attempt to take out opponents rushing from the opposite side. Once the area is clear, grab the DMR and engage opponents at Top Mid or the opposing team's Yard.

TACTICS

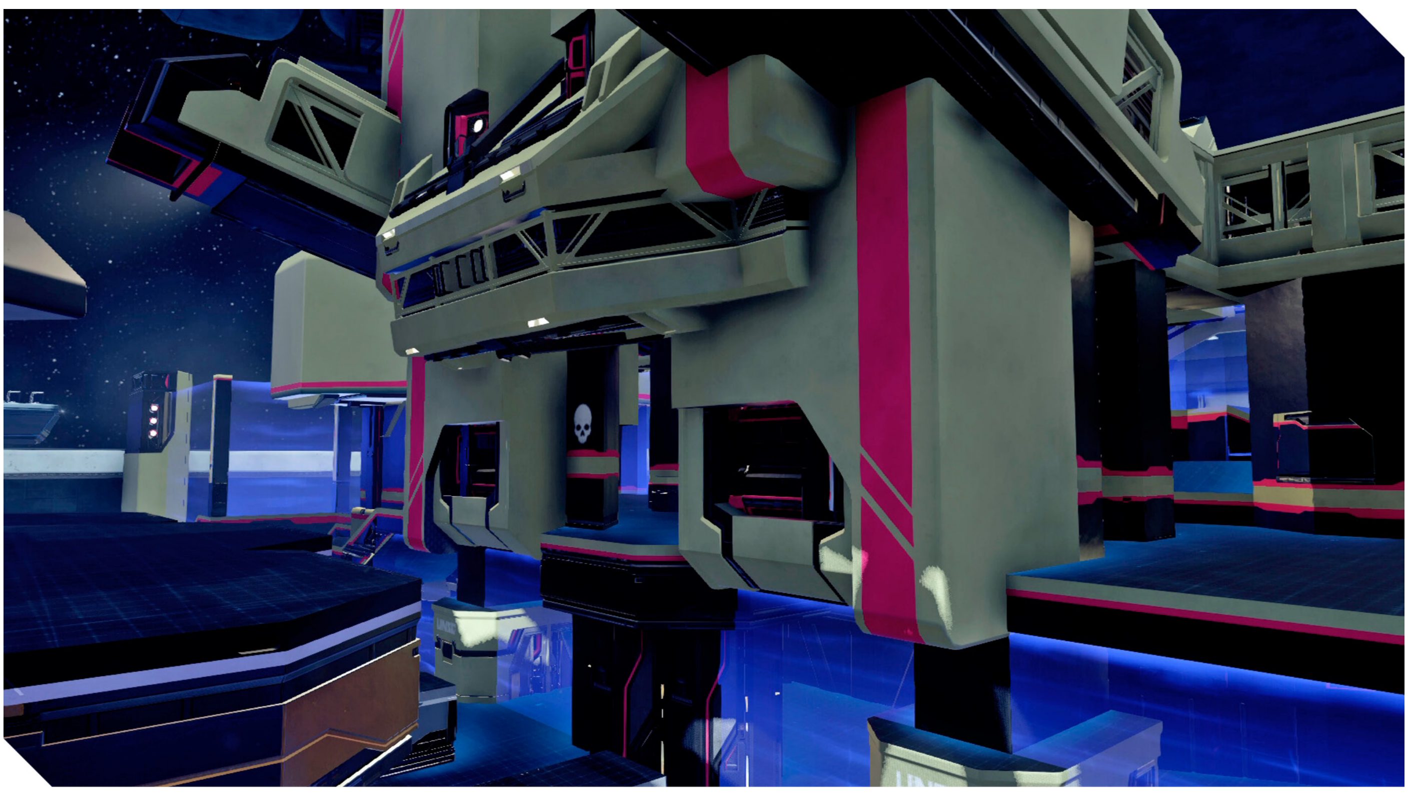
Most of the weapons on this map are located in the center, at Mid and Top Mid. Since other players are likely rushing these locations too, approach with caution. Keep your Magnum equipped and trade shots with opponents at midrange while tossing grenades before pushing forward.

Don't overlook the opportunities available by rushing through Mid. This center lane provides plenty of cover while giving you the chance to jump and clamber onto positions at Top Mid and the House. This is a good way to sneak up behind preoccupied opponents.

While the House looks like a formidable position to hold, don't bother. In addition to being a high-traffic area, the geometry of the interior walls and obstacles lead to some unpredictable grenade bounces. Instead of holding out here, grab the DMR (or flag) and get out.

Some useful vertical transitions can be made around Top Mid, perfect for changing levels and getting the jump on opponents. If you want to drop down, step off the catwalk-like walkway adjacent to the Blue or Red Tunnel. If you're beneath this area, you can jump and clamber onto these catwalks from Mid to quickly reach Top Mid.

In Breakout matches, flag captures aren't uncommon due to the map's ample cover and varied routes. When carrying the flag, stay low, using the cover below Top Mid to avoid detection. If the opposing team has the flag, fall back immediately to your base and play defense—if you don't get eyes on the flag carrier soon, they can score a quick capture.



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Appendix

Overview

If there's something that you can unlock or achieve in *Halo 5: Guardians*, chances are it's covered in the following tables. These informative tables expose the game's best-kept secrets, including Medals, Commendations, Achievements, Requisitions, and Campaign collectibles such as Skulls and Mission Intel items.

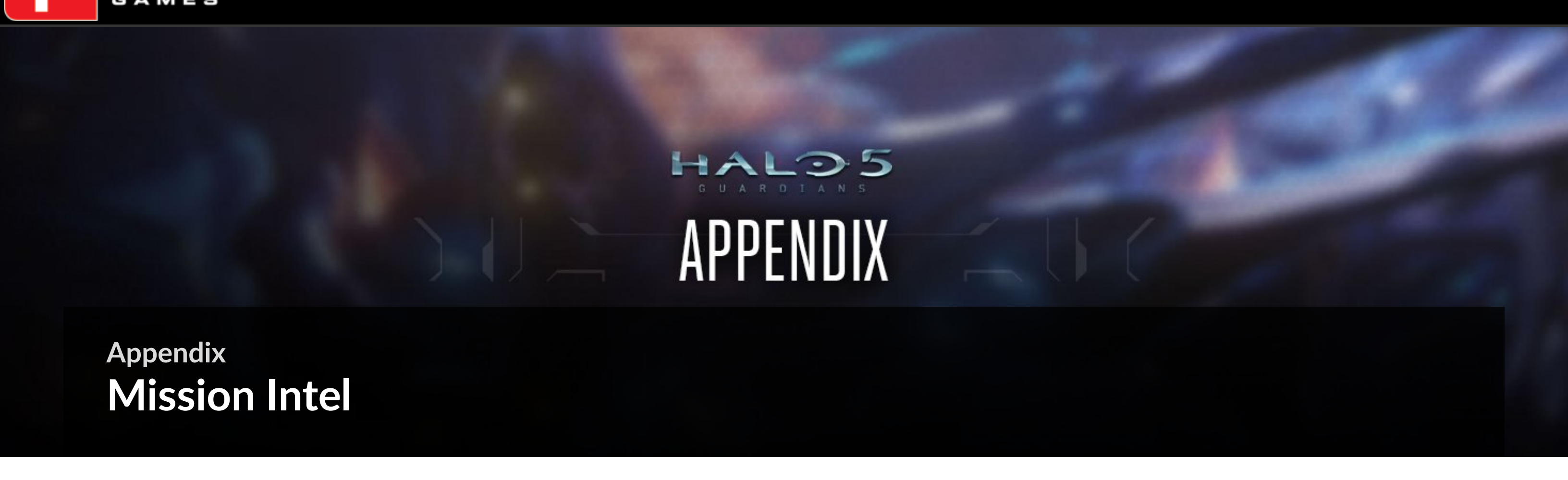
Appendix

Skulls

Skulls are the rarest collectibles in *Halo 5: Guardians*. Most missions feature one or two Skulls, and each Skull lets you alter your Campaign experience in a variety of ways. This table gives basic info on where to find each Skull and the effects of activating each one. Turn to the Campaign walkthrough if you need more help in tracking down each Skull.

SKULLS

NAME	MISSION	LOCATION	EFFECT
IWHBYD	1: Osiris	On the ledge to the left of the door leading to the Forerunner security station.	This Skull makes all uncommon dialogue more common, while common dialogue becomes rarely heard.
Black Eye	2: Blue Team	In the side room near the Reactor Controls (use the thick pipes on the room's left wall).	Shields no longer regenerate. The only way to regenerate shields is to melee an enemy.
Iron	3: Glassed	Appears in one of three locations around the Scorpion Garage area, but only if you play on Legendary and use the Scorpion to shoot down the Phaeton that's chasing a mining cargo ship during your final approach to the Meridian Station Gate.	Dying causes you to restart at the very start of the mission, rather than at the last checkpoint.
Blind	5: Unconfirmed	In a crawlspace above the ceiling pipes in the passage that connects the outdoor quarry to the indoor mine.	Removes all HUD elements and your character's hands/weapons, forcing you to play without knowing which weapon you're holding or how much ammo you've got.
Thunderstorm	6: Evacuation	On the ground during the final sprint to the Pelican, but only if you destroy all five traffic cones during the initial dash to the Space Elevator outpost.	Promotes all Campaign enemies to their highest-ranking versions. No more lowly Grunts or Elites for you!
Grunt Party	7: Reunion	Held by a singing Grunt on a lookout ledge not far from the first Covenant encounter. Punt the Grunt to obtain it.	Grunts killed by headshots explode into colorful confetti. Grunts not killed by headshots explode like grenades, damaging everything nearby.
Cloud	7: Reunion	On a Forerunner platform at the very end of the mission. Turn right as you exit the Phaeton canyon to find it.	Disables the motion sensor HUD element, preventing you from tracking nearby enemies.
Mythic	8: Swords of Sanghelios	Atop a pillar as you exit the ruin above the sinkhole. Climb the surrounding broken pillars and leap across them to reach the Skull, initiating Ground Pounds and thrusting for maximum distance and hang time.	Doubles the health of all enemies, letting them sustain far more damage before falling.
Catch	10: Enemy Lines	Inside the Kraken. Fly one of the Banshees up to the ledges above the green-lit tunnels that lead to the Kraken's power core.	Enemies carry and throw far more grenades. Explosions everywhere!
Cowbell	12: Battle of Sunaion	At the end of the broken street where the Warden appears. Move to the very edge of the street so that you're closest to the distant Guardian, then carefully drop down onto the twisted metal beam below you.	Triples the explosive force of all explosive weaponry (grenades, missiles, rockets, etc.).
Tilt	13: Genesis	Atop a rock formation near the spot where the Warden first appears.	Drastically reduces weapon effectiveness when firing on unfavorable targets. Conventional weapons like Assault Rifles have little impact against shields. Energy weapons like Storm Rifles have little effect against flesh and armor. Promethean weapons like the Boltshot and Suppressor inflict minimal damage to weak points.
Famine	14: The Breaking	Underneath the platform where the Warden first spawns, about halfway through the mission.	Weapons dropped in combat by fallen allies and enemies contain far less ammo. Make every shot count!
Tough Luck	15: Guardians	On a high ledge above Gamma Core, near the wreckage of a downed Pelican.	Enemies are far more alert and evasive, leaping out of the way of grenades and heavy fire.



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Appendix

Mission Intel

Every mission in *Halo 5: Guardians* contains special items that can be discovered and scanned to unlock bits of intel. Most of these items are data pads that contain audio logs recorded by various characters. The walkthrough guides you toward each intel item, and Locke's Artemis system can help you track them down. For convenience sake, the locations of all Mission Intel items are also revealed her

MISSION 1: OSIRIS INTEL

#	ITEM	LOCATION
1	**Covenant data pad**	Near the start.
2	**Covenant data pad**	On a low ledge on your left as you exit the ice cave with a Spartan Charge.
3	**Covenant data pad**	Atop a tall rock formation near the entrance to the Forerunner security station.
4	**Covenant data pad**	On a low ledge on your right as you pass through the cave where the Kraken is first sighted.
5	**UNSC data pad**	On a ledge to the right of the entrance to the Forerunner structure where Dr. Halsey is being held.
6	**UNSC data pad**	On the floor near the window inside the Forerunner structure where Dr. Halsey is being held.
7	**UNSC data pad**	On the platform to the right of the door that leads to Dr. Halsey and the mission's end.

MISSION 2: BLUE TEAM INTEL

#	ITEM	LOCATION
1	**Argent Moon computer**	Along the starting path, just before encountering the first few Grunts.
2	**Argent Moon computer**	Near a weapon rack in the corridor with the first few Jackals and Elites.
3	**UNSC data pad**	Atop a high platform at the far end of the assembly bay where the ONI stealth ship is being built.
4	**UNSC data pad**	In the room where you fight the Energy Sword Zealot, in a side room that's accessible by crawlspace.
5	**Argent Moon computer**	Just beyond the windowed corridor where you witness the Covenant fleet emerge from slipspace.
6	**UNSC data pad**	On the floor in the lab where you encounter the Hunters.
7	**Argent Moon computer**	In the Reactor Core area, near the entry point.
8	**Argent Moon computer**	Near the windowed corridor that overlooks the Prowler.

MISSION 3: GLASSED INTEL

#	ITEM	LOCATION
1	**UNSC data pad**	In the Space Elevator lobby, atop some crates to the right of the security door leading to the outpost.
2	**Radio**	In the Space Elevator outpost, near some stairs on the left.
3	**UNSC data pad**	In the Space Elevator outpost, resting on the arm of a chair in the offices on the right.
4	**Radio**	On the road to the bridge, near the wreckage of a downed Pelican.
5	**UNSC data pad**	Resting on a table on the overlook near the bridge.
6	**UNSC data pad**	Inside the garage with the Scorpion Tank.

MISSION 4: MERIDIAN STATION INTEL

#	ITEM	LOCATION
1	**UNSC data pad**	To the right of the station's interior gate.
2	**UNSC data pad**	Near the vending machine.
3	**UNSC data pad**	On a bin near the water tower.
4	**UNSC data pad**	Atop the Medical Unit building.
5	**UNSC data pad**	Atop the water tower.
6	**UNSC data pad**	Atop the supply shed near the water tower.
7	**UNSC data pad**	Near the far gate.
8	**UNSC data pad**	Near the Pelican.

MISSION 5: UNCONFIRMED INTEL

#	ITEM	LOCATION
1	**UNSC data pad**	On your right as you hop off the Pelican.
2	**UNSC data pad**	On a chair in a side room on your right as you approach the first battle.
3	**UNSC data pad**	On a chair on the side walkway just upstairs from the first battle.
4	**UNSC data pad**	Atop the Prowler, near the back.
5	**UNSC data pad**	In the quarry, in a small room beyond a ventilation duct that you can smash through with a Spartan Charge.
6	**UNSC data pad**	In the mine, on a high ledge on the right that's accessible by traversing thick pipes.
7	**UNSC data pad**	In the mine, at the far left end of the long walkway that leads to the pit that you drop into to reach the Forerunner facility.

MISSION 6: EVACUATION INTEL

#	ITEM	LOCATION
1	**UNSC data pad**	On the platform on your right as you near the bridge.
2	**UNSC data pad**	In the Space Elevator lobby, above the lift on your left as you enter.
3	**UNSC data pad**	In the Space Elevator lobby, atop the shelves on your right as you enter.
4	**UNSC data pad**	On the Space Elevator platform, inside a passenger car that you can smash into with a Spartan Charge.
5	**UNSC data pad**	On the scaffold, on a lower area below the spot where you battle the first few Soldiers near the crane.
6	**UNSC data pad**	On the scaffold, on a large beam just downstairs from the case of Battle Rifles.

MISSION 7: REUNION INTEL

#	ITEM	LOCATION
1	**Covenant data pad**	On an overlook with a dead Grunt, accessible by a side passage on your right en route to the first battle.
2	**Covenant data pad**	Above the wreckage of the downed Phantom where the first battle occurs.
3	**UNSC data pad**	In a high cave on your right as you approach the second battle.
4	**Forerunner console**	In the nook beneath the Shade Turrets that defend the second Forerunner structure.
5	**Forerunner console**	In the subterranean passages where the Prometheans appear, near a waterfall accessible by taking a side passage on your left as you enter.
6	**Forerunner console**	In the subterranean passages where the Prometheans appear, near a pit abouthalfway through.
7	**Forerunner console**	Just in front of the third Forerunner Structure, which is defended by the Warden.

MISSION 8: SWORDS OF SANGHELIOS INTEL

#	ITEM	LOCATION
1	**Ancient Sangheili Sword**	Ruin near the start, on your right.
2	**Covenant data pad**	Ruin near the large Sangheili statue on you left as you approach the first battle.
3	**Covenant data pad**	First battle area, in the nook to the right of the Shade Turret.
4	**Ancient Sangheili Sword**	First battle area, in a low, watery nook near the central waterfall.
5	**Covenant data pad**	In the ruin beyond the first battle, atop a rock with a dead Elite that's been impaled by an Energy Sword.
6	**Ancient Sangheili Sword**	Atop a tall rock spire in the sinkhole area, near the top.
7	**Covenant data pad**	On a low ledge on the left side of the sinkhole area.
8	**Covenant data pad**	Near a fallen Elite just outside of the ruin beyond the sinkhole.
9	**Covenant data pad**	In the secret area beneath the broken bridge that's accessible by performing a Ground Pound.
10	**Covenant data pad**	In the area after you acquire the Mantises, on a ledge near the base of an Elite statue.
11	**Covenant data pad**	In the big battle area with the Wraiths and Hunters, in a high chamber accessible through a hole in the far wall.
12	**Covenant data pad**	Just outside the Elder Council Chamber, in the water on the right.

MISSION 9: ALLIANCE INTEL

#	ITEM	LOCATION
1	**Covenant data pad**	On the rocks behind the starting point.
2	**Covenant data pad**	Near the medical tent.
3	**Covenant data pad**	Along the narrow path leading up to the top of the large Sangheili statue.
4	**Covenant data pad**	Atop the pillar near the Arbiter.
5	**Covenant data pad**	In the cave near Dr. Halsey.
6	**Covenant data pad**	Atop a pillar near the Pelican.
7	**Covenant data pad**	On the edge of the cliff, near a pair of Elites near the Pelican.
8	**UNSC data pad**	Near the Pelican.

MISSION 10: ENEMY LINES INTEL

#	ITEM	LOCATION
1	**Ancient Sangheili sword**	At the end of the river that lies just ahead of the starting point.
2	**Covenant data pad**	On your left as you enter the ruin across from the river.
3	**Covenant data pad**	On your left as you emerge from the ruin and have your first encounter with the Kraken.
4	**Covenant data pad**	In a small side tower near the spot where the Covenant placed Plasma Turrets and a shield.
5	**Covenant data pad**	In the area with the Ghosts, in a side tunnel on your left.
6	**Covenant data pad**	Near the end of the area with the Ghosts, atop a tall rock formation.
7	**Covenant data pad**	In the temple grounds, on the ledge that overlooks the cave with the Ghosts.
8	**Covenant data pad**	In the temple grounds, in the secret passage beneath the bridge that leads into the temple.
9	**Covenant data pad**	In the temple grounds, on a ledge on the side of the cave with the Ghosts.
10	**Forerunner console**	On a Forerunner platform off to the side in the area where you battle the Kraken.

MISSION 11: BEFORE THE STORM INTEL

#	ITEM	LOCATION
1	**Covenant data pad**	On the rocks behind the starting point.
2	**Covenant data pad**	Atop a pillar on your left as you advance from the starting point.
3	**Covenant data pad**	Under a tent near the Arbiter.
4	**UNSC data pad**	Atop the large statue near the Arbiter (take the side trail to reach it).
5	**Covenant data pad**	On the far edge of the high flat rock near the medical tents (jump and climb up the tents to reach it).

MISSION 12: BATTLE OF SUNAION INTEL

#	ITEM	LOCATION
1	**Covenant data pad**	Atop a tall brazier behind the starting point.
2	**Control console**	Inside the building on your left as you advance down the street beyond the second AA turret.
3	**Covenant data pad**	In the undercity, above the shuttered door of a small building.
4	**Covenant data pad**	In the undercity, up on a building on one end of the bridge where a Spirit deploys Covenant troops.
5	**Covenant data pad**	In the undercity, on one of the side platforms at the spot where you battle the Hunters.
6	**Ancient Sangheili Sword**	Among the carnage you discover when you return to the surface.
7	**Covenant data pad**	On the second floor of the broken building you enter after the Guardian appears.
8	**Ancient Sangheili Sword**	Near the slope of rubble you ascend to reach the Arbiter.

MISSION 13: GENESIS INTEL

#	ITEM	LOCATION
1	**Covenant data pad**	Near the two parked Ghosts just outside of the Forerunner facility where you obtain the Scorpion.
2	**Covenant data pad**	At the edge of the cliff in the first big battle area.
3	**Broken Constructor**	On the rocky cliff that overlooks the Fuel Rod Cannons in the first big battle area.
4	**UNSC data pad**	Atop the wreckage of the downed Pelican that lies just beyond the Forerunner security gate.
5	**Forerunner console**	On a Forerunner platform on your left as you emerge from the tunnel beyond the Forerunner security gate.
6	**Broken Constructor**	Atop a tall rock near the overpass in the second big battle area.
7	**UNSC data pad**	On the rocks at the point where the road turns and leads downhill toward a Light Bridge.
8	**Covenant data pad**	Near the corpse of a fallen Elite near the spot where the Warden first appears.
9	**UNSC data pad**	On a Forerunner platform on your right as you advance past the first Warden battle.
10	**Forerunner console**	To the left of the entrance to the Forerunner Gateway.

MISSION 14: THE BREAKING INTEL

#	ITEM	LOCATION
1	**Forerunner console**	Behind the starting point.
2	**Forerunner console**	Behind the starting point.
3	**Forerunner console**	On the low ground near the first encounter with Knights.
4	**Forerunner console**	Under the platform upon which the Warden momentarily appears.
5	**Forerunner console**	On the low ground near the second encounter with Knights.

MISSION 15: GUARDIANS

#	ITEM	LOCATION
1	**Forerunner console**	In the first room with the imprisoned hostiles.
2	**Forerunner console**	In the first room with the imprisoned hostiles.
3	**Covenant data pad**	On the high central platform in the first battle area.
4	**Covenant data pad**	Near some wreckage to the side of Alpha Core.
5	**UNSC data pad**	On the high ledge above Gamma Core.
6	**Covenant data pad**	On a high ledge on your left as you advance from the Gamma Core to Delta Core.
7	**Covenant data pad**	In the underground tunnel near Delta Core.
8	**Broken Constructor**	On a high ledge between the Delta and Epsilon Cores.
9	**UNSC data pad**	In the cave with the Mantis near Epsilon Core.
10	**Broken Constructor**	On a high ledge near the entrance to the underground tunnel that leads to Delta Core.

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Appendix

Achievements

For your convenience, all of the Achievements in *Halo 5: Guardians* are listed here, complete with descriptions and Gamerscore values. Most Achievements are progression-based, so you'll complete them naturally just by playing through the different game modes and difficulty settings. The trickiest Achievements are found in the Campaign—turn to the walkthrough for help in completing them.

ACHIEVEMENT	TYPE	DESCRIPTION	GAMERSCORE
Into the Fire	Campaign	Complete Mission 1.	10
Argent Moon	Campaign	Complete Mission 2.	10
Glasslands	Campaign	Complete Mission 3.	10
Roots of the Earth	Campaign	Complete Mission 4.	10
Stolen Gauntlet	Campaign	Complete Mission 5.	10
Escape	Campaign	Complete Mission 6.	10
Together Again	Campaign	Complete Mission 7.	10
Swords	Campaign	Complete Mission 8.	10
Old Bones	Campaign	Complete Mission 9.	10
Breakthrough	Campaign	Complete Mission 10.	10
Stormbound	Campaign	Complete Mission 11.	10
Civil War	Campaign	Complete Mission 12.	10
Reclamation	Campaign	Complete Mission 13.	10
A New Dawn	Campaign	Complete Mission 14.	10
Sentinels	Campaign	Complete Mission 15.	10
Legacy	Campaign	Complete every mission of the game on Normal difficulty.	10
Heroes Rise	Campaign	Complete every mission of the game on Heroic difficulty.	40
Forging a Legend	Campaign	Complete every mission of the game on Legendary difficulty.	60
Lone Wolf	Campaign	Complete every mission of the game by yourself on Legendary difficulty.	100
My Rules	Campaign	Complete any mission with 3+ Skulls active on Heroic difficulty.	20
One for All	Campaign	Complete any co-op Mission on Heroic difficulty.	10
All for One	Campaign	Complete every co-op Mission on Heroic difficulty.	40
Conspiracy Theory	Campaign	Find and claim one piece of Intel.	10
Hunt the Truth	Campaign	Find and claim all Intel.	40
Gravedigger	Campaign	Find and claim a Skull.	10
Gravelord	Campaign	Find and claim all Skulls.	40
Your Team Is Your Weapon	Campaign	Command your team of Spartans in Osiris.	10
Enemy of My Enemy	Campaign	Help the Elite General charge the hill in Osiris on Heroic difficulty.	10
I Thought I'd Lost You	Campaign	Escape the Hunters in the lab and fight them in the hangar in Blue Team.	10
On My Mark	Campaign	Simultaneously assassinate two Elites in Blue Team co-op.	10
Going the Distance	Campaign	Complete Glassed without entering a vehicle.	10
Shoot from the Hip	Campaign	Complete Glassed co-op without any players using Smart-Link.	10
Waiting on You	Campaign	Kill an enemy that's had its armor repaired in Unconfirmed.	10
Maverick	Campaign	Team up in a vehicle to kill 30 enemies in Unconfirmed co-op.	10
Savior	Campaign	Keep six miners alive at the elevator in Evacuation on Heroic difficulty.	10
Fire Drill	Campaign	Finish Evacuation within 18:00 on Heroic difficulty.	10
Take a Hike	Campaign	Traverse the canyon without a Phaeton in Reunion on Heroic difficulty.	10
No Witnesses	Campaign	Destroy the Phantom at the Covenant camp in Reunion on Heroic difficulty.	10
No Knock Raid	Campaign	Destroy 10 walls or floors in Swords of Sanghelios.	10
Preying Mantis	Campaign	Complete Swords of Sanghelios co-op with both Mantises on Heroic difficulty.	10
Kraken Lackin'	Campaign	Complete Enemy Lines without destroying a Kraken turret.	10
Emergency Boarding Procedures	Campaign	Escape the doomed Kraken by jumping onto a Phaeton piloted by a Spartan.	10
Death from Above	Campaign	Kill a Grunt and smash a grate with a Ground Pound in Battle of Sunaion.	10
Worms Don't Surf	Campaign	Knock two Hunters into the ocean during the Battle of Sunaion.	10
Tank Still Beats Everything	Campaign	Finish the 13th mission without losing the Scorpion on Legendary difficulty.	10
Rolling Thunder	Campaign	Operate four different vehicles at once in Mission 13 on Heroic difficulty.	10
Harbinger	Campaign	Complete The Breaking on Legendary difficulty without the entire fireteam dying.	10
Prison Break	Campaign	Simultaneously kill two Wardens in The Breaking on Heroic difficulty.	10
Icy Cool	Campaign	Use a Ground Pound on an exterior power core in Guardians on Heroic difficulty.	10
Double Stuff	Campaign	Simultaneously destroy two cores in Guardians on Heroic difficulty.	10
Cry Havoc	Warzone	Complete three matchmade games of Warzone.	10
Bringing in the Big Guns	Warzone	Call in a REQ that costs 5 Energy or more.	10
Go for the Gold	Warzone	Open a Gold REQ Pack.	10
Top of the Food Chain	Warzone	Kill a Legendary Boss in Warzone.	30
Warlord	Warzone	Win a match on all three original Warzone maps.	20
Castle Crasher	Arena	Complete five matchmade games of Stronghold.	20
Off to the Races	Arena	Complete five matchmade games of Breakout.	20
Flag Monger	Arena	Complete five matchmade games of Capture the Flag.	20
Spartan Decimation	Arena	Complete five matchmade games of Slayer.	20
Valor Recognized	Arena	Qualify for a Competitive Skill Rating.	20
Your Style	Features	Change your Spartan's gear in the Spartan Hub.	10
Raise Your Banner	Features	Change your Emblem in the Spartan Hub.	10
Make Your Mark	Features	Change your Service Tag in the Spartan Hub.	10
Gamemaster	Features	Create and save a Custom Game.	10
Benchwarmer	Features	Spectate a game.	10
Total			1,000

REQ Cards

Overview

Halo 5: Guardians features more than 1,000 REQ Cards. Use these cards to customize your Spartan or gain access to powerful weapons, vehicles, and power-ups. Each card has characteristics determining how they function:

Cosmetic: These cards can be used to customize your Spartan through the application of new armor, helmets, visors, and more. Cosmetic REQ Cards can be used in both Arena and Warzone.

Game-Impacting: Consisting of weapons, vehicles, boosts, and power-ups, these cards have a direct impact on your Spartan's performance. With the exception of XP and RP boosts, these cards can only be activated during Warzone.

Permanent: Once you receive a permanent card, it stays in your collection forever; you won't receive the same permanent REQ Card twice.

Single-Use: These cards are consumable, disappearing from your collection once activated. You can receive duplicate single-use cards in REQ Packs for repeated activations.

APPENDIX

REQ Cards

Armor: Cosmetic, Permanent

NAME	RARITY	DESCRIPTION
Air Assault	Common	AIR ASSAULT spin-offs were considered for adoption by unaugmented Delta-Six operators, but each suit costs as much as a dropship.
Air Assault Disrupt	Uncommon	AIR ASSAULT spin-offs were considered for adoption by unaugmented Delta-Six operators, but each suit costs as much as a dropship.
Air Assault Impact	Rare	AIR ASSAULT spin-offs were considered for adoption by unaugmented Delta-Six operators, but each suit costs as much as a dropship.
Air Assault Specialist	Ultra Rare	AIR ASSAULT spin-offs were considered for adoption by unaugmented Delta-Six operators, but each suit costs as much as a dropship.
Anubis	Common	Originally a technology demonstrator for Lethbridge Industrial's successor to the M805X thruster pack, the ANUBIS was retooled as a limited-production Mjolnir variant when thrusters were integrated into all GEN2 armor.
Anubis Nephthys	Uncommon	Originally a technology demonstrator for Lethbridge Industrial's successor to the M805X thruster pack, the ANUBIS was retooled as a limited-production Mjolnir variant when thrusters were integrated into all GEN2 armor.
Anubis Set	Rare	Originally a technology demonstrator for Lethbridge Industrial's successor to the M805X thruster pack, the ANUBIS was retooled as a limited-production Mjolnir variant when thrusters were integrated into all GEN2 armor.
Argonaut	Rare	Rarely seen outside of ONI, ARGONAUT users must undergo an extensive synchronization process to "train" the suit's move-by-wire reflex enhancers.
Argonaut Idmon	Legendary	Rarely seen outside of ONI, ARGONAUT users must undergo an extensive synchronization process to "train" the suit's move-by-wire reflex enhancers.
Argonaut Nestor	Ultra Rare	Rarely seen outside of ONI, ARGONAUT users must undergo an extensive synchronization process to "train" the suit's move-by-wire reflex enhancers.
Argus	Legendary (Mythic)	The ARGUS suit's battlenet control node provides superior situational and threat awareness in all environments, as well as hardware-accelerated cyberlink connections for intelligence collection networks.
Argus Arestor	Legendary (Mythic)	The ARGUS suit's battlenet control node provides superior situational and threat awareness in all environments, as well as hardware-accelerated cyberlink connections for intelligence collection networks.
Athlon	Common	Multiple redundant safety systems in the ATHLON significantly reduce the chance of major injury during multiplayer training.
Athlon Cynisca	Uncommon	Multiple redundant safety systems in the ATHLON significantly reduce the chance of major injury during multiplayer training.
Athlon Iccus	Rare	Multiple redundant safety systems in the ATHLON significantly reduce the chance of major injury during multiplayer training.
Athlon Lycinus	Common	Multiple redundant safety systems in the ATHLON significantly reduce the chance of major injury during multiplayer training.
Athlon Varazdat	Common	Multiple redundant safety systems in the ATHLON significantly reduce the chance of major injury during multiplayer training.
Aviator	Common	The AVIATOR suite includes integral gravity compensators and hardware-accelerated flight system interlinks.
Aviator Ace	Common	The AVIATOR suite includes integral gravity compensators and hardware-accelerated flight system interlinks.
Aviator CSAR	Uncommon	The AVIATOR suite includes integral gravity compensators and hardware-accelerated flight system interlinks.
Aviator Delta	Common	The AVIATOR suite includes integral gravity compensators and hardware-accelerated flight system interlinks.
Breaker	Common	Void-hardened and sealed to meet the demanding requirements of Spartan naval intercept operation (NIO) boarding teams, BREAKER armor is also well suited for missions in environmentally compromised zones.
Breaker Doomsday	Rare	Void-hardened and sealed to meet the demanding requirements of Spartan naval intercept operation (NIO) boarding teams, BREAKER armor is also well suited for missions in environmentally compromised zones.
Breaker Hatchetman	Uncommon	Void-hardened and sealed to meet the demanding requirements of Spartan naval intercept operation (NIO) boarding teams, BREAKER armor is also well suited for missions in environmentally compromised zones.
Buccaneer	Uncommon	Though heavily damaged, forensic analysis of remains codenamed BUCCANEER indicate it is a functional—if crude—Mjolnir variant.
Buccaneer Illyri	Ultra Rare	Though heavily damaged, forensic analysis of remains codenamed BUCCANEER indicate it is a functional—if crude—Mjolnir variant.
Buccaneer Tyr	Rare	Though heavily damaged, forensic analysis of remains codenamed BUCCANEER indicate it is a functional—if crude—Mjolnir variant.
Centurion	Legendary (Mythic)	The CENTURION threat management system incorporates the latest situational awareness tacsofts and cognition-enhancing neural interlinks.
Centurion Ironsides	Legendary (Mythic)	The CENTURION threat management system incorporates the latest situational awareness tacsofts and cognition-enhancing neural interlinks.
Champion	Ultra Rare	A rebuilt and retuned version of Athlon armor, the CHAMPION is a temperamental creation that requires constant maintenance in exchange for optimal performance.
CIO	Rare	CIO's niche is information denial operations: hunting down enemy scouts and preventing them from acquiring data of tactical or strategic significance.
Commando	Uncommon	COMMANDO armor features an integrated Command Network Module (CNM) for real-time synchronization with the UNSC battlenet.
Commando Arius	Ultra Rare	COMMANDO armor features an integrated Command Network Module (CNM) for real-time synchronization with the UNSC battlenet.
Commando Matrix	Legendary	COMMANDO armor features an integrated Command Network Module (CNM) for real-time synchronization with the UNSC battlenet.
Commando Verde	Rare	COMMANDO armor features an integrated Command Network Module (CNM) for real-time synchronization with the UNSC battlenet.
Copperhead	Legendary (Mythic)	A multipurpose armor system built from the ground up for covert "special activities," COPPERHEAD armor is rarely seen since it's jealously guarded by ONI's direct action teams.
Copperhead Fangs	Legendary (Mythic)	A multipurpose armor system built from the ground up for covert "special activities," COPPERHEAD armor is rarely seen since it's jealously guarded by ONI's direct action teams.
Cypher	Uncommon	Supposedly a pilot program, industrial espionage revealed the CYPHER actually entered mass production in early 2557. This discrepancy has prompted ONI to begin probing IMC's shadowy Io Design Lab.
Cypher Copiale	Uncommon	Supposedly a pilot program, industrial espionage revealed the CYPHER actually entered mass production in early 2557. This discrepancy has prompted ONI to begin probing IMC's shadowy Io Design Lab.
Cypher Voynich	Rare	Supposedly a pilot program, industrial espionage revealed the CYPHER actually entered mass production in early 2557. This discrepancy has prompted ONI to begin probing IMC's shadowy Io Design Lab.
Deadeye	Ultra Rare	Tailored to the requirements of Spartan snipers, DEADEYE suits are fitted with emissions cloaking, heavy-duty waste recycling, and redundant rebreathers for extended combat excursions in any environment.
Defender	Rare	The placid DEFENDER faceplate is a symbol of both UNSC oppression and protection, due to use by Spartan anti-Insurrection units.
Defender Castle	Rare	The placid DEFENDER faceplate is a symbol of both UNSC oppression and protection, due to use by Spartan anti-Insurrection units.
Defender Fortress	Legendary	The placid DEFENDER faceplate is a symbol of both UNSC oppression and protection, due to use by Spartan anti-Insurrection units.
Defender Redoubt	Ultra Rare	The placid DEFENDER faceplate is a symbol of both UNSC oppression and protection, due to use by Spartan anti-Insurrection units.
Enforcer	Uncommon	ENFORCER-class armor includes hardware-accelerated VISR enhancements for infiltrating and co-opting local battlenets to aid in target location, target tracking, and counter-surveillance.
Engineer	Uncommon	ENGINEER-class armor serves as a test bed for numerous netwar-specific subsystems that target Covenant and Forerunner battlenets, security command protocols, and hardware interlocks.
EVA	Common	Though EVA-class armor is fully compliant with the strictest UNSC specifications for vacuum-rated environment suits, Materials Group has continued to optimize safety and protective features relevant for combat in the harshest microgravity regimes.
EVA Hadfield	Uncommon	Though EVA-class armor is fully compliant with the strictest UNSC specifications for vacuum-rated environment suits, Materials Group has continued to optimize safety and protective features relevant for combat in the harshest microgravity regimes.
EVA Leonov	Ultra Rare	Though EVA-class armor is fully compliant with the strictest UNSC specifications for vacuum-rated environment suits, Materials Group has continued to optimize safety and protective features relevant for combat in the harshest microgravity regimes.
EVA Solovyev	Rare	Though EVA-class armor is fully compliant with the strictest UNSC specifications for vacuum-rated environment suits, Materials Group has continued to optimize safety and protective features relevant for combat in the harshest microgravity regimes.
EVA Zhigang	Ultra Rare	Though EVA-class armor is fully compliant with the strictest UNSC specifications for vacuum-rated environment suits, Materials Group has continued to optimize safety and protective features relevant for combat in the harshest microgravity regimes.
Fenrir	Uncommon	Spartans describe the FENRIR's embedded battle management AI as efficient, responsive, and bloodthirsty, in equal measure.
Fenrir Unchained	Rare	Spartans describe the FENRIR's embedded battle management AI as efficient, responsive, and bloodthirsty, in equal measure.
Fenrir Woebringer	Rare	Spartans describe the FENRIR's embedded battle management AI as efficient, responsive, and bloodthirsty, in equal measure.
Foehammer	Common	FOEHAMMER-class Mjolnir armor is a forward-looking design being evaluated for use with cutting-edge Project: SLEIPNIR combat dropships tailored specifically for use by Spartans.
Foehammer Echo	Uncommon	FOEHAMMER-class Mjolnir armor is a forward-looking design being evaluated for use with cutting-edge Project: SLEIPNIR combat dropships tailored specifically for use by Spartans.
Foehammer Victor	Rare	FOEHAMMER-class Mjolnir armor is a forward-looking design being evaluated for use with cutting-edge Project: SLEIPNIR combat dropships tailored specifically for use by Spartans.
FOTUS	Legendary	Hand-crafted from the finest locally sourced materials and repurposed Forerunner technology, FOTUS-class powered assault armor has proven invaluable in Seattle's corporate shadow-wars.
FOTUS Chillrose	Ultra Rare	Hand-crafted from the finest locally sourced materials and repurposed Forerunner technology, FOTUS-class powered assault armor has proven invaluable in Seattle's corporate shadow-wars.
FOTUS Synchronize	Legendary	Hand-crafted from the finest locally sourced materials and repurposed Forerunner technology, FOTUS-class powered assault armor has proven invaluable in Seattle's corporate shadow-wars.
Freebooter	Uncommon	Meticulously engineered and hyperlethal, the FREEBOOTER is Beweglichkeitsrüstungsysteme's most advanced weapon system.
Goblin	Uncommon	The sensor-warping technology that GOBLIN prototypes were rumored to be fitted with did not appear in production models.
Goblin Dokkaebi	Rare	The sensor-warping technology that GOBLIN prototypes were rumored to be fitted with did not appear in production models.
Goblin Erlking	Uncommon	The sensor-warping technology that GOBLIN prototypes were rumored to be fitted with did not appear in production models.
Gungnir	Ultra Rare	Originally an adjunct to the Spartan Laser program, GUNGNIR-class armor has evolved to become a well-rounded infantry suit.
Helioskrill	Legendary (Mythic)	The HELIOSKRILL is a work of art crafted by a Sangheili prodigy inspired to test her skill against the best that humanity could muster.
Hellcat	Uncommon	Built of knowledge stolen from enigmatic ruins on a dead world and materials stripped from the vault of a shattered starship, the HELLCAT is both utterly alien and strangely familiar.
Hellcat Marauder	Rare	Built of knowledge stolen from enigmatic ruins on a dead world and materials stripped from the vault of a shattered starship, the HELLCAT is both utterly alien and strangely familiar.
Hellcat Onslaught	Ultra Rare	Built of knowledge stolen from enigmatic ruins on a dead world and materials stripped from the vault of a shattered starship, the HELLCAT is both utterly alien and strangely familiar.
Helljumper	Legendary (Mythic)	A small number of HELLJUMPER prototypes have entered Spartan service under a research partnership between the UNSC and Cascade Stronghold Technology.
Helljumper Feet First	Legendary (Mythic)	A small number of HELLJUMPER prototypes have entered Spartan service under a research partnership between the UNSC and Cascade Stronghold Technology.
Hermes	Legendary (Mythic)	The Enhanced Mobility Subsystem embedded in the HERMES prototype is so powerful that only a handful of Spartans can use it safely.
Hermes Dolios	Legendary (Mythic)	The Enhanced Mobility Subsystem embedded in the HERMES prototype is so powerful that only a handful of Spartans can use it safely.
Hunter	Legendary (Mythic)	Sophisticated and lethal, HUNTER-class armor incorporates Watershed Division's latest warfighting technology.
Infiltrator	Rare	With its advanced sensor-veiling countermeasure suite, INFILTRATOR armor is well-suited for irruption maneuvers against heavily defended sites.
Interceptor	Uncommon	The INTERCEPTOR's highly configurable settings and programmable neural interface allow it to be tweaked and customized while still in a multiplayer environment.
Interceptor Cutter	Uncommon	The INTERCEPTOR's highly configurable settings and programmable neural interface allow it to be tweaked and customized while still in a multiplayer environment.
Interceptor Imperator	Rare	The INTERCEPTOR's highly configurable settings and programmable neural interface allow it to be tweaked and customized while still in a multiplayer environment.
Jumpmaster	Common	JUMPMASTER armor features an innovative inertial dampening system that allows the operator to conduct free-fall combat drops and arrest themselves mere feet above the ground without injury.
Jumpmaster Ripcord	Uncommon	JUMPMASTER armor features an innovative inertial dampening system that allows the operator to conduct free-fall combat drops and arrest themselves mere feet above the ground without injury.
Jumpmaster Sky Soldier	Common	JUMPMASTER armor features an innovative inertial dampening system that allows the operator to conduct free-fall combat drops and arrest themselves mere feet above the ground without injury.
Legionnaire	Common	Fully compliant with all UNSC interoperability and Mjolnir platform standards, RKD Group has offered their LEGIONNAIRE armor for licensing to smaller companies wishing to enter the competitive realm of powered armor manufacturing.
Legionnaire Alaris	Uncommon	Fully compliant with all UNSC interoperability and Mjolnir platform standards, RKD Group has offered their LEGIONNAIRE armor for licensing to smaller companies wishing to enter the competitive realm of powered armor manufacturing.
Legionnaire Optio	Common	Fully compliant with all UNSC interoperability and Mjolnir platform standards, RKD Group has offered their LEGIONNAIRE armor for licensing to smaller companies wishing to enter the competitive realm of powered armor manufacturing.
Locus	Legendary	Designed to provide an answer to threats arising during assaults on heavily defended tactical nodes, the grim visage of LOCUS armor is a common sight among Spartan boarding parties and special response teams.
Mako	Uncommon	The MAKO meets UNSC requirements for multi-environment adaptation and has additional systems that allow it to excel in maritime environments.
Mako Chthonic	Rare	The MAKO meets UNSC requirements for multi-environment adaptation and has additional systems that allow it to excel in maritime environments.
Mako Darkwater	Ultra Rare	The MAKO meets UNSC requirements for multi-environment adaptation and has additional systems that allow it to excel in maritime environments.
Mark VI	Ultra Rare	Without question the most famous of all Mjolnir permutations, the GEN2 MARK VI has been completely updated to modern powered assault armor standards.
Mark VI [GEN1]	Legendary (Mythic)	Technically obsolete, the Mark VI [GEN1] Mjolnir armor maintains a legendary luster among Spartans and the general public.
Mark VI Primus	Legendary	Without question the most famous of all Mjolnir permutations, the GEN2 MARK VI has been completely updated to modern powered assault armor standards.
Mark VI Regent	Legendary	Without question the most famous of all Mjolnir permutations, the GEN2 MARK VI has been completely updated to modern powered assault armor standards.
Mark VI Satrap	Ultra Rare	Without question the most famous of all Mjolnir permutations, the GEN2 MARK VI has been completely updated to modern powered assault armor standards.
Mark VI Scarred	Legendary (Mythic)	The rugged Mark VI is able to remain functional until all of its triply-redundant auto-repair and bypass nodes fail.
Maverick	Ultra Rare	MAVERICK-class armor uses a modular power pack that can be swapped out for a compact fusion reactor, radiothermal generator, or energy cell.
Nightfall	Legendary (Mythic)	Spartans with Marine experience prefer NIGHTFALL armor when stationed on inhospitable worlds, due to its best-of-class life support.
Noble	Rare	Reborn from the ashes of the Covenant War, NOBLE-class armor integrates the best battle network management hardware with the latest GEN2 techsuit features and dissipative shields.
Noble Honor	Legendary	Reborn from the ashes of the Covenant War, NOBLE-class armor integrates the best battle network management hardware with the latest GEN2 techsuit features and dissipative shields.
Noble Valor	Ultra Rare	Reborn from the ashes of the Covenant War, NOBLE-class armor integrates the best battle network management hardware with the latest GEN2 techsuit features and dissipative shields.
Nomad	Uncommon	Remote expeditions outside charted Covenant and UNSC space are exceptional, but not without precedent. NOMAD armor features a modular data bus that can power and integrate a wide range of scientific sensors when Spartans are deployed on away teams.
Nomad Unchained	Ultra Rare	Remote expeditions outside charted Covenant and UNSC space are exceptional, but not without precedent. NOMAD armor features a modular data bus that can power and integrate a wide range of scientific sensors when Spartans are deployed on away teams.
Nomad Wanderlust	Rare	Remote expeditions outside charted Covenant and UNSC space are exceptional, but not without precedent. NOMAD armor features a modular data bus that can power and integrate a wide range of scientific sensors when Spartans are deployed on away teams.
Operator	Rare	OPERATOR armor has proven itself an adaptable combat ensemble in Spartan service, utilized by both pilots and force reconnaissance operatives.
Orbital	Uncommon	Patrolling Spartans equipped with ORBITAL-class Mjolnir armor are a common sight near Earth's orbital tethers and military space stations.
Orbital Aphelion	Ultra Rare	Patrolling Spartans equipped with ORBITAL-class Mjolnir armor are a common sight near Earth's orbital tethers and military space stations.
Orbital Equinox	Legendary	Patrolling Spartans equipped with ORBITAL-class Mjolnir armor are a common sight near Earth's orbital tethers and military space stations.
Orbital Perihelion	Rare	Patrolling Spartans equipped with ORBITAL-class Mjolnir armor are a common sight near Earth's orbital tethers and military space stations.
Pathfinder	Uncommon	Already popular with Spartan force reconnaissance, PATHFINDER armor is now seeing extensive use with tactical signals intelligence elements.
Pioneer	Uncommon	The PIONEER is a reconnaissance and combat expedition Mjolnir variant, pairing advanced environmental sensors with Acheron's latest threat detection systems.
Protector	Rare	Intended to be the first of a new line of "heavy" powered armor, procurement and design realities brought the PROTECTOR back to near-baseline standards.
Raider	Legendary	RAIDER-class armor has become the unofficial standard for Spartans assigned to military police duties.
Ranger	Ultra Rare	Lethbridge no longer manufactures GEN2 RANGER armor, though it has been very aggressive in monitoring existing examples and acquiring suits slated for disposal.
Reaper	Rare	Design features sourced from the remnants of Forerunner combat skins have been directly incorporated into REAPER-class armor, but their compatibility with human operators has yet to be fully assessed.
Reaper Grim	Ultra Rare	Design features sourced from the remnants of Forerunner combat skins have been directly incorporated into REAPER-class armor, but their compatibility with human operators has yet to be fully assessed.
Reaper Mortician	Legendary	Design features sourced from the remnants of Forerunner combat skins have been directly incorporated into REAPER-class armor, but their compatibility with human operators has yet to be fully assessed.
Recluse	Common	The RECLUSE does not appear in any UNSC logistics tracking system, nor does it bear any manufacturing markings. It is a suit that doesn't exist, created for missions that never happened, by Spartans who never were.
Recluse Laeta	Common	The RECLUSE does not appear in any UNSC logistics tracking system, nor does it bear any manufacturing markings. It is a suit that doesn't exist, created for missions that never happened, by Spartans who never were.
Recluse Seri	Uncommon	The RECLUSE does not appear in any UNSC logistics tracking system, nor does it bear any manufacturing markings. It is a suit that doesn't exist, created for missions that never happened, by Spartans who never were.
Recon	Common	RECON armor is fitted with emissions-baffling and passive electronic support activity sensors for observation missions behind enemy lines.
Recon BDA	Rare	RECON armor is fitted with emissions-baffling and passive electronic support activity sensors for observation missions behind enemy lines.
Recon ITG	Ultra Rare	RECON armor is fitted with emissions-baffling and passive electronic support activity sensors for observation missions behind enemy lines.
Recon RSO	Uncommon	RECON armor is fitted with emissions-baffling and passive electronic support activity sensors for observation missions behind enemy lines.
Recruit	Common	SPARTAN-IVs are required to use RECRUIT-class armor until they demonstrate mastery of their many augmentations.
Recruit Charred	Common	SPARTAN-IVs are required to use RECRUIT-class armor until they demonstrate mastery of their many augmentations.
Recruit Marked	Uncommon	SPARTAN-IVs are required to use RECRUIT-class armor until they demonstrate mastery of their many augmentations.
Recruit Proven	Rare	SPARTAN-IVs are required to use RECRUIT-class armor until they demonstrate mastery of their many augmentations.
Rogue	Ultra Rare	ROGUE operators tend to be lone wolves, stalking the outskirts of the battlefield to cull enemy forces of the weak, the inattentive, and the incautious.
Scanner	Ultra Rare	The SCANNER is widely recognized as the best Mjolnir suit available for high value target and hostage recovery operations, though it is technically classified as a search-and-rescue variant.
Scout	Uncommon	In addition to sensor shrouding, SCOUT armor incorporates AI-assisted forward observation uplinks to direct aerospace and orbital strikes.
Scout Decoy	Rare	In addition to sensor shrouding, SCOUT armor incorporates AI-assisted forward observation uplinks to direct aerospace and orbital strikes.
Scout Observer	Ultra Rare	In addition to sensor shrouding, SCOUT armor incorporates AI-assisted forward observation uplinks to direct aerospace and orbital strikes.
Scout Outrider	Legendary	In addition to sensor shrouding, SCOUT armor incorporates AI-assisted forward observation uplinks to direct aerospace and orbital strikes.
Security	Rare	Built to Spartan branch requirements for ship and station defense personnel, SECURITY armor seamlessly integrates with Navy networks and security constructs.
Security Oppressor	Ultra Rare	Built to Spartan branch requirements for ship and station defense personnel, SECURITY armor seamlessly integrates with Navy networks and security constructs.
Security Watchdog	Ultra Rare	Built to Spartan branch requirements for ship and station defense personnel, SECURITY armor seamlessly integrates with Navy networks and security constructs.
Seeker	Uncommon	SEEKER-class armor has a full suite of signature masking mechanisms to help Spartan reconnaissance fireteams avoid dangerous encounters and unwanted attention.
Seeker Horizon	Rare	SEEKER-class armor has a full suite of signature masking mechanisms to help Spartan reconnaissance fireteams avoid dangerous encounters and unwanted attention.
Seeker Intrepid	Uncommon	SEEKER-class armor has a full suite of signature masking mechanisms to help Spartan reconnaissance fireteams avoid dangerous encounters and unwanted attention.
Soldier	Common	The SOLDIER armor system has proven so adaptable that design features have been integrated into the latest ODST combat ensembles.
Soldier Dogface	Rare	The SOLDIER armor system has proven so adaptable that design features have been integrated into the latest ODST combat ensembles.
Soldier Leatherneck	Common	The SOLDIER armor system has proven so adaptable that design features have been integrated into the latest ODST combat ensembles.
Soldier Rebel	Uncommon	The SOLDIER armor system has proven so adaptable that design features have been integrated into the latest ODST combat ensembles.
Stalker	Rare	Built with a "black box" of electronics copied from Jiralhanae hunting gear, the STALKER is an eccentric Mjolnir variant that proved an ideal match for UNSC combat trackers.
Strider	Rare	The STRIDER has become the unofficial base for heavily customized "frankensuits" due to its relative simplicity and extensively documented subassemblies.
Technician	Legendary (Mythic)	The TECHNICIAN Mjolnir system features a battlenet node and custom machine interlink that can process and curate vast amounts of data.
Technician Override	Legendary (Mythic)	The TECHNICIAN Mjolnir system features a battlenet node and custom machine interlink that can process and curate vast amounts of data.
Teishin	Uncommon	Designed for a new breed of augmented soldier serving in paramilitary forces and clandestine agencies, TEISHIN suits are at the cutting edge of privately developed powered assault armor technology.
Teishin Raikou	Ultra Rare	Designed for a new breed of augmented soldier serving in paramilitary forces and clandestine agencies, TEISHIN suits are at the cutting edge of privately developed powered assault armor technology.
Teishin Shuurai	Rare	Designed for a new breed of augmented soldier serving in paramilitary forces and clandestine agencies, TEISHIN suits are at the cutting edge of privately developed powered assault armor technology.
Tracker	Rare	ONI asset recovery specialists make extensive use of the TRACKER armor's biological and information forensics functionality to locate their assigned targets—whether man or machine.
Valkyrie	Common	VALKYRIE armor features integral inertial dampeners and full compatibility with all known human and Covenant flight systems.
Valkyrie Eir	Common	VALKYRIE armor features integral inertial dampeners and full compatibility with all known human and Covenant flight systems.
Valkyrie Hrist	Uncommon	VALKYRIE armor features integral inertial dampeners and full compatibility with all known human and Covenant flight systems.
Vector	Uncommon	VECTOR-class Mjolnir armor is a hybrid pilot/infantry design first used by the Spartan reconnaissance team tasked with covert assessment of Alpha Halo debitage scattered across the surface of Basis.
Vector Interrupt	Uncommon	VECTOR-class Mjolnir armor is a hybrid pilot/infantry design first used by the Spartan reconnaissance team tasked with covert assessment of Alpha Halo debitage scattered across the surface of Basis.
Vector Sequence	Rare	VECTOR-class Mjolnir armor is a hybrid pilot/infantry design first used by the Spartan reconnaissance team tasked with covert assessment of Alpha Halo debitage scattered across the surface of Basis.
Venator	Ultra Rare	Lethbridge Industrial has incorporated feedback from Requiem veterans to improve the VENATOR's power management subsystem and reduce its maintenance requirements.
Venator Cestus	Legendary	Lethbridge Industrial has incorporated feedback from Requiem veterans to improve the VENATOR's power management subsystem and reduce its maintenance requirements.
Venator Retiarus	Ultra Rare	Lethbridge Industrial has incorporated feedback from Requiem veterans to improve the VENATOR's power management subsystem and reduce its maintenance requirements.
Venator Thraex	Legendary	Lethbridge Industrial has incorporated feedback from Requiem veterans to improve the VENATOR's power management subsystem and reduce its maintenance requirements.
Venture	Uncommon	VENTURE-class Mjolnir armor was intended for survey missions in extreme environments, but the line between boarding action and peaceful exploration is often thin.
Viper	Uncommon	The VIPER is fully compatible with Mjolnir standards but uses a proprietary power pack and neural interface of Vestol Corporation's own design.
Viper Strike	Rare	The VIPER is fully compatible with Mjolnir standards but uses a proprietary power pack and neural interface of Vestol Corporation's own design.
Viper Venom	Ultra Rare	The VIPER is fully compatible with Mjolnir standards but uses a proprietary power pack and neural interface of Vestol Corporation's own design.
Void Dancer	Legendary	The VOID DANCER answers many tactical questions for the UNSC special forces community, but its unique design features has raised alarms in ONI.
War Master	Rare	WAR MASTER-class armor is a de facto standard among the elite Headhunters: Spartan-IV covert operatives tasked with sabotage, counterinsurgency operations, and strategic reconnaissance.
War Master Augustan	Legendary	WAR MASTER-class armor is a de facto standard among the elite Headhunters: Spartan-IV covert operatives tasked with sabotage, counterinsurgency operations, and strategic reconnaissance.
War Master Scipio	Legendary	WAR MASTER-class armor is a de facto standard among the elite Headhunters: Spartan-IV covert operatives tasked with sabotage, counterinsurgency operations, and strategic reconnaissance.
War Master Tiberian	Ultra Rare	WAR MASTER-class armor is a de facto standard among the elite Headhunters: Spartan-IV covert operatives tasked with sabotage, counterinsurgency operations, and strategic reconnaissance.
Warrior	Common	The WARRIOR's dual-channel gel layer can disperse kinetic and thermal energy quickly and efficiently, while still preserving mobility.
Warrior Blade	Uncommon	The WARRIOR's dual-channel gel layer can disperse kinetic and thermal energy quickly and efficiently, while still preserving mobility.
Warrior Helm	Common	The WARRIOR's dual-channel gel layer can disperse kinetic and thermal energy quickly and efficiently, while still preserving mobility.
Warrior Shield	Uncommon	The WARRIOR's dual-channel gel layer can disperse kinetic and thermal energy quickly and efficiently, while still preserving mobility.
Wetwork	Ultra Rare	Rarely employed by Spartan combat teams due to its rarity and unsavory reputation as an assassin's tool, WETWORK armor remains popular with Delta-Six operatives.

REQ Cards

Armor Mods: Game-Impacting, Permanent

NAME	RARITY	ENERGY COST	DESCRIPTION
Advanced Sensors	Common	5	Motion Tracker is now compatible with Smart-Link, and both range and sensitivity are enhanced. In addition, you are harder to detect on enemy Motion Trackers.
Auto-Medic	Common	5	Increased shield recharge rate and health recovery.
Frag Grenade Expert	Rare	5	Start play with 3 Frag Grenades. Your maximum Frag Grenade capacity is increased.
Increased Strength	Legendary	5	Extra melee and Spartan Charge damage. Your Spartan Charge also has extra range.
Plasma Grenade Expert	Ultra Rare	5	Start play with an additional Plasma Grenade. Your maximum Plasma Grenade capacity is increased.
Reflex Enhancers	Rare	5	Reduced cooldown and increased distance on thruster evade. Can sprint faster and recharge shields when running.
Speed Booster	Ultra Rare	5	Increased movement speed and jump height.
Splinter Grenade Expert	Rare	5	Start play with an additional Splinter Grenade. Your maximum Splinter Grenade capacity is increased.
Upgraded Shields	Uncommon	5	Increased shield strength.
Upgraded Thrusters	Ultra Rare	5	Reduced cooldown on thruster evade. Can sprint faster and recharge shields when running.

REQ Cards

Assassinations: Cosmetic, Permanent

NAME	RARITY	DESCRIPTION
104 Ways to Die	Legendary (Mythic)	This is second on the list.
A Good Ribbing	Uncommon	You'll always have the last laugh.
And Stay Down	Rare	If I told you once, I told you a million times.
Back Breaker	Ultra Rare	They'll break first.
Don't Flip Out	Common	The medics will patch them right up.
Emile's Regards	Ultra Rare (Mythic)	It was fated to end this way.
Eyebiter	Ultra Rare	Sightless eyes staring into nothing.
Get Low	Rare	It's the dance sensation that's sweeping the nation.
Lawn Dart	Legendary	If the UNSC wanted you to fly they would issue wings.
Liftoff	Rare	Pow! Right to the moon!
Meat Hook	Common	I know what you did last War Games match.
Over the Top	Rare	Well, that's just uncalled for.
Spin Cycle	Uncommon	Cleanup in War Games Bay 2.
Spinal Tap	Legendary	Turn the deadliness up to 11.
Sweep the Leg	Ultra Rare	Taught in all Venezian dojos.
That Took Guts	Rare	That will leave a scar.
The Kickoff	Ultra Rare	Spartan Intramural Football Championship Edition.

REQ Cards

Boosts: Game-Impacting, Single-Use

NAME	RARITY	DESCRIPTION
Arena RP Boost	Uncommon	Finish an Arena game and claim your RP reward.
Arena RP Boost	Ultra Rare	Finish an Arena game and claim your RP reward.
Arena RP Boost	Legendary	Finish an Arena game and claim your RP reward.
Arena RP Boost	Rare	Finish an Arena game and claim your RP reward.
Arena XP Boost	Common	Finish an Arena game and claim your XP reward.
Arena XP Boost	Rare	Finish an Arena game and claim your XP reward.
Arena XP Boost	Legendary	Finish an Arena game and claim your XP reward.
Arena XP Boost	Uncommon	Finish an Arena game and claim your XP reward.
Arena XP Jackpot	Uncommon	Finish an Arena game and claim a randomized XP reward.
Gambit: AI Kills	Legendary	Rank in the top 50% for AI Kills and claim your XP reward. Finish closer to the top for additional XP.
Gambit: Assist	Common	Rank in the top 50% for Assists and claim your XP reward. Finish closer to the top for additional XP.
Gambit: Assist	Uncommon	Rank in the top 50% for Assists and claim your XP reward. Finish closer to the top for additional XP.
Gambit: Medal Count	Rare	Rank in the top 50% for Medal Count and claim your XP reward. Finish closer to the top for additional XP.
Gambit: Medal Count	Ultra Rare	Rank in the top 50% for Medal Count and claim your XP reward. Finish closer to the top for additional XP.
Gambit: Spartan Kills	Uncommon	Rank in the top 50% for Spartan Kills and claim your XP reward. Finish closer to the top for additional XP.
Gambit: Spartan Kills	Rare	Rank in the top 50% for Spartan Kills and claim your XP reward. Finish closer to the top for additional XP.
Mission: Boss Kill	Legendary	Kill a Warzone Boss and finish the game to claim your RP reward.
Mission: Boss Kill	Ultra Rare	Kill a Warzone Boss and finish the game to claim your XP reward.
Mission: Victory	Ultra Rare	Win an Arena game and claim your RP reward.
Mission: Victory	Uncommon	Win an Arena game and claim your XP reward.
Mission: Victory	Ultra Rare	Win a Warzone game and claim your RP reward.
Mission: Victory	Uncommon	Win a Warzone game and claim your XP reward.
RP Jackpot	Rare	Finish an Arena game and claim a randomized RP reward.
Warzone RP Boost	Uncommon	Finish a Warzone game and claim your RP reward.
Warzone RP Boost	Ultra Rare	Finish a Warzone game and claim your RP reward.
Warzone RP Boost	Legendary	Finish a Warzone game and claim your RP reward.
Warzone RP Boost	Rare	Finish a Warzone game and claim your RP reward.
Warzone RP Jackpot	Rare	Finish a Warzone game and claim a randomized RP reward.
Warzone XP Boost	Common	Finish a Warzone game and claim your XP reward.
Warzone XP Boost	Rare	Finish a Warzone game and claim your XP reward.
Warzone XP Boost	Legendary	Finish a Warzone game and claim your XP reward.
Warzone XP Boost	Uncommon	Finish a Warzone game and claim your XP reward.
Warzone XP Jackpot	Uncommon	Finish a Warzone game and claim a randomized XP reward.

REQ Cards

Emblems: Cosmetic, Permanent

NAME	RARITY	UNLOCK
117	Common	Starting Emblem
Acheron Security	Legendary	REQ Pack
All Square	Rare	Suppressor Pack
AMG Transport Dynamics	Legendary	REQ Pack
Anchorite	Rare	And Stay Off Pack
Angels' Mark	Rare	Banshee Destroyer Pack
Anjou	Rare	REQ Pack
Antelope	Rare	Flag Victory Pack
AR Start	Rare	Loadout Assault Rifle Pack
Arbiter	Ultra Rare	Marketing Emblem
Army	Rare	Spartan Rank 60
Arrow	Ultra Rare	REQ Pack
Arrow on Target	Rare	Binary Rifle Pack
Assassin	Rare	Assassin Pack
Astro	Ultra Rare	Marketing Emblem
Auspicious	Uncommon	REQ Pack
Avian	Uncommon	Spartan Rank 30
Awake	Ultra Rare	Spartan Rank 148
Axiom	Rare	Storm Rifle Pack
Axis	Legendary	REQ Pack
Barcode	Ultra Rare	Marketing Emblem
Beard	Common	REQ Pack
Beta Prime	Legendary	Beta Emblem
Beta Recruit	Legendary	Beta Emblem
Beta Star	Legendary	Beta Emblem
Blue Team	Rare	Spartan Rank 90
Bolt	Rare	Boltshot Pack
Buckeyes	Uncommon	REQ Pack
Builder	Common	Spartan Rank 5
Bulltrue	Rare	Combat Opportunist Pack
Campfire	Rare	Head in the Game Pack
CAMS	Rare	Scorpion Destroyer Pack
Cascade Stronghold Technologies	Rare	Wraith Destroyer Pack
Celestial	Uncommon	Spartan Rank 35
Cherry Bomb	Rare	REQ Pack
Chief's Crest	Rare	Weapon Mastery Pack
Clippy	Ultra Rare	Marketing Emblem
Cognate	Ultra Rare	Spartan Rank 146
Confine	Ultra Rare	Loadout Weapon Mastery Pack
Confirmation	Rare	Sniper Rifle Pack
Conspiracy	Uncommon	REQ Pack
Covenant	Legendary	Marketing Emblem
Covenant Signet	Rare	Covenant Destroyer Pack
Cowboy Ninja	Rare	Commendation REQ Pack
Crash	Uncommon	Splatter Pack
Cubicle	Rare	Warthog Destroyer Pack
Cup of Death	Rare	REQ Pack
Danger! Explosion	Ultra Rare	Marketing Emblem
Duet	Rare	REQ Pack
Eagle	Rare	REQ Pack
Eco	Rare	Stronghold Victory Pack
Elementary	Common	Spartan Rank 2
Enlisted	Rare	Hydra Launcher Pack
Equilateral	Rare	Gausshog Gunner Pack
Eye of the Beast	Rare	Whites of Their Eyes Pack
Falcon	Rare	Shotgun Pack
Fireborn	Rare	Railgun Pack
Fireteam Castle	Ultra Rare	REQ Pack
Fireteam Crimson	Rare	Jackal Slayer Pack
Fireteam Majestic	Ultra Rare	REQ Pack
Fireteam Osiris	Rare	Spartan Rank 80
Flaming Skull	Rare	Spartan Slayer Pack
Flip Mode	Rare	Loadout SMG Pack
Fly Bye	Rare	REQ Pack
Forerunner Signet	Rare	Forerunner Destroyer Pack
Frag	Rare	Commendation REQ Pack
Frontier	Rare	Aggressive Expansion Pack
Frozen Treat	Ultra Rare	REQ Pack
Gassed	Common	REQ Pack
Glyphs	Ultra Rare	Marketing Emblem
Great Hunt	Rare	Big Game Hunter Pack
Great Wheel	Legendary	Vehicle Mastery Pack
Greeter	Rare	REQ Pack
Grenadier	Ultra Rare	Grenade Mastery Pack
Griffin	Common	Emblem
Grizzly Tank	Ultra Rare	Emblem
Ground Pound	Uncommon	Geronimo Pack
Guardian	Legendary	Spartan Rank 151
Halo Championship Series	Ultra Rare	Marketing Emblem
Halo Channel	Legendary	Marketing Emblem
Hammer	Rare	Commendation REQ Pack
Hammock	Uncommon	REQ Pack
Hand of the Didact	Rare	Warden Slayer Pack
Hannibal Weapon Systems	Rare	Wonderful Toys Pack
Hastati	Rare	Wargoose Gunner Pack
Headshot	Rare	Bullet in the Brain Pack
Helmet	Common	Starting Emblem
Helper Unit IV	Rare	REQ Pack
Hexa	Rare	REQ Pack
Hot Pie	Ultra Rare	Marketing Emblem
Hunter Prey	Rare	Hunter Slayer Pack
Imbrium Machine Complex	Uncommon	REQ Pack
Imperial	Rare	Storm the Walls Pack
Implied	Rare	Magnum Pack
Incinerate	Rare	Incineration Cannon Pack
Infected	Rare	Commendation REQ Pack
Invex	Rare	Scattershot Pack
Iris	Ultra Rare	Slayer Mastery Pack
Isosceles	Ultra Rare	Forerunner Power Weapon Mastery Pack
IX	Uncommon	REQ Pack
J!NX	Ultra Rare	Marketing Emblem
J1-GL Bot	Rare	REQ Pack
Jewel	Rare	Commendation REQ Pack
Jolly Roger	Common	REQ Pack
Killer Bee	Uncommon	Spartan Rank 15
Kindred	Ultra Rare	Spartan Rank 145
Knot	Common	Spartan Rank 3
Kukri	Common	REQ Pack
Lemon's Head	Rare	REQ Pack
Lethbridge Industrial	Legendary	REQ Pack
Liang Dortmund	Ultra Rare	Marketing Emblem
Liang Dortmund Seal	Ultra Rare	Marketing Emblem
Librarian	Legendary	Marketing Emblem
Links	Common	Spartan Rank 4
Listener	Rare	Beam Rifle Pack
Loading	Rare	Banshee Gunner Pack
Loupe	Rare	Mine! Pack
Mad Dawg	Uncommon	REQ Pack
Magnum Opus	Legendary	Arena Mastery Pack
Mantis	Rare	Mantis Destroyer Pack
Mantle	Legendary	Spartan Rank 152
Marauder	Rare	Marine Replicant Slayer Pack
Mark of the Hog	Rare	Warthog Gunner Pack
Matrix	Rare	Crawler Slayer Pack
Maw	Rare	Elite Slayer Pack
Mega Bloks Banner	Ultra Rare	Marketing Emblem
Mega Bloks X	Ultra Rare	Marketing Emblem
Merry Berry	Rare	Emblem
Meteor	Rare	Phaeton Gunship Gunner Pack
Microsoft Bob	Ultra Rare	Marketing Emblem
Militia	Uncommon	REQ Pack
Misriah Armory	Legendary	REQ Pack
Mister Chief	Ultra Rare	REQ Pack
Mixer	Rare	SAW Pack
Mjolnir	Common	Starting Emblem
Monolith	Legendary	REQ Pack
MS-DOS	Ultra Rare	Marketing Emblem
Mushroom	Rare	Rocket Launcher Pack
Naded	Rare	Frag Grenade Pack
Nadir	Rare	Commendation REQ Pack
Navy	Uncommon	Spartan Rank 50
Network	Rare	Watcher Slayer Pack
Nexus	Rare	LightRifle Pack
Noble	Rare	Defender of the Flag Pack
Noise	Rare	Spartan Rank 130
Nucleus	Rare	Rockethog Gunner Pack
ODST	Uncommon	Spartan Rank 40
ONI	Rare	Spartan Rank 70
Options	Rare	Assistant Pack
Orbit	Rare	Conqueror Pack
Panda BR	Rare	Loadout Battle Rifle Pack
Patch	Uncommon	Spartan Rank 25
Pigs Fly	Ultra Rare	REQ Pack
Pinwheel	Rare	Carbine Pack
Pioneer	Rare	Phaeton Gunship Destroyer Pack
Pirate	Rare	Ghost Destroyer Pack
Pivot	Rare	Spartan Spree Pack
Platform	Rare	Commendation REQ Pack
Power	Rare	Commendation REQ Pack
Prancer	Rare	Plasma Grenade Pack
Predator	Rare	Hunter Pack
Prima	Legendary	Marketing Emblem
Prime	Rare	Carrier Takedown Pack
Principle	Uncommon	Spartan Rank 10
Pyramid	Ultra Rare	Breakout Mastery Pack
Radioactive	Rare	Fuel Rod Cannon Pack
Ratio	Rare	Spartan Rank 100
Reclaimer	Rare	Soldier Slayer Pack
Redeem	Ultra Rare	Marketing Emblem
Renewing Worlds	Ultra Rare	Marketing Emblem
Revolve	Rare	Wheelman Pack
Rhino	Rare	Juggernaut Pack
Rooster	Common	Starting Emblem
Runes	Common	Starting Emblem
Salient Sword	Rare	Energy Sword Pack
Scarab	Rare	Needler Pack
Scorpion	Rare	Scorpion Gunner Pack
Screw	Rare	Commendation REQ Pack
Sentient	Legendary	Spartan Rank 149
Signal	Rare	Spartan Rank 115
Skull Party	Common	REQ Pack
Slumber	Ultra Rare	Spartan Rank 147
Spartan	Common	Starting Emblem
Spartan League	Rare	Breakout Victory Pack
Spartan Seal	Rare	Bulldozer Pack
Spartan X	Common	REQ Pack
Spartan-IV	Ultra Rare	UNSC Power Weapon Mastery Pack
Spicy Locke	Ultra Rare	REQ Pack
Splinter	Rare	Splinter Grenade Pack
Sprinkles	Ultra Rare	REQ Pack
Stars and Stripes	Rare	Commendation REQ Pack
Stealth	Uncommon	Spartan Rank 20
Summit	Ultra Rare	Stronghold Mastery Pack
Tag It	Rare	Loadout DMR Pack
Teeth	Rare	Grunt Slayer Pack
Three Eyes	Rare	Multikill Pack
Tomcat	Common	Starting Emblem
Tracker	Rare	Commendation REQ Pack
Traitor	Rare	Spartan Laser Pack
Triad	Rare	Smash Pack
Triangulate	Rare	Commendation REQ Pack
Triarch	Rare	Protector Pack
Tricube	Rare	Emblem
Unicorn	Rare	Mantis Gunner Pack
UNSC	Rare	Slayer Victory Pack
Unworthy	Ultra Rare	Covenant Power Weapon Mastery Pack
Valencia	Rare	REQ Pack
Vanguard	Ultra Rare	Marketing Emblem
Volatile	Rare	Plasma Caster Pack
Warden	Legendary	Spartan Rank 150
Warlord	Rare	Against All Odds Pack
War's Quintet	Legendary	Warzone Mastery Pack
Wasp	Rare	Ghost Gunner Pack
Watershed Division	Rare	Close Quarters Pack
Waves	Rare	Wraith Gunner Pack
Winged	Rare	Unstoppable Pack
Wolf	Common	Starting Emblem
Yin Yang	Common	Starting Emblem

▶ EMBLEM UNLOCKS

While some emblems are received in standard REQ Packs, others are earned by achieving new Spartan Ranks and completing commendations—see the Spartan Ranks and Commendations section for more information. Other emblems are unlocked by opening special REQ Packs provided by retailers and partners.

HALO 5 GUARDIANS

APPENDIX

REQ Cards

Helmets: Cosmetic, Permanent

NAME	RARITY	DESCRIPTION
Air Assault	Common	The AIR ASSAULT helmet's long-range comm system makes it popular with Spartan fireteam leaders, but Naphtali also markets this helmet to Army special forces.
Air Assault Disrupt	Uncommon	The AIR ASSAULT helmet's long-range comm system makes it popular with Spartan fireteam leaders, but Naphtali also markets this helmet to Army special forces.
Air Assault Impact	Rare	The AIR ASSAULT helmet's long-range comm system makes it popular with Spartan fireteam leaders, but Naphtali also markets this helmet to Army special forces.
Air Assault Specialist	Ultra Rare	The AIR ASSAULT helmet's long-range comm system makes it popular with Spartan fireteam leaders, but Naphtali also markets this helmet to Army special forces.
Anubis	Common	The ANUBIS helmet's enhanced sensor suite benefits from collaboration with allied Sangheili, though ONI security paranoia has slowed technology integration.
Anubis Nephthys	Uncommon	The ANUBIS helmet's enhanced sensor suite benefits from collaboration with allied Sangheili, though ONI security paranoia has slowed technology integration.
Anubis Set	Rare	The ANUBIS helmet's enhanced sensor suite benefits from collaboration with allied Sangheili, though ONI security paranoia has slowed technology integration.
Argonaut	Rare	ARGONAUT helmets can accept next-generation Block 10 Neural Interface Controller hardware once it clears UNSC Ordnance Committee approval loops.
Argonaut Idmon	Legendary	ARGONAUT helmets can accept next-generation Block 10 Neural Interface Controller hardware once it clears UNSC Ordnance Committee approval loops.
Argonaut Nestor	Ultra Rare	ARGONAUT helmets can accept next-generation Block 10 Neural Interface Controller hardware once it clears UNSC Ordnance Committee approval loops.
Argus	Legendary (Mythic)	ARGUS helmets feature the most advanced human-centric information fusion systems ever placed in a mobile combat platform.
Argus Arestor	Legendary (Mythic)	ARGUS helmets feature the most advanced human-centric information fusion systems ever placed in a mobile combat platform.
Athlon	Common	The ATHLON helmet's inner layer uses a magnetorheological dampening system perfectly tuned to the peculiarities of Spartan physiology.
Athlon Cynisca	Uncommon	The ATHLON helmet's inner layer uses a magnetorheological dampening system perfectly tuned to the peculiarities of Spartan physiology.
Athlon Iccus	Rare	The ATHLON helmet's inner layer uses a magnetorheological dampening system perfectly tuned to the peculiarities of Spartan physiology.
Athlon Lycinus	Common	The ATHLON helmet's inner layer uses a magnetorheological dampening system perfectly tuned to the peculiarities of Spartan physiology.
Athlon Varazdat	Common	The ATHLON helmet's inner layer uses a magnetorheological dampening system perfectly tuned to the peculiarities of Spartan physiology.
Aviator	Common	Usable only by augmented personnel, the AVIATOR helmet's ultra-wideband machine interlink gives Spartan-IV pilots unparalleled control over their aircraft.
Aviator Ace	Common	Usable only by augmented personnel, the AVIATOR helmet's ultra-wideband machine interlink gives Spartan-IV pilots unparalleled control over their aircraft.
Aviator CSAR	Uncommon	Usable only by augmented personnel, the AVIATOR helmet's ultra-wideband machine interlink gives Spartan-IV pilots unparalleled control over their aircraft.
Aviator Delta	Common	Usable only by augmented personnel, the AVIATOR helmet's ultra-wideband machine interlink gives Spartan-IV pilots unparalleled control over their aircraft.
Breaker	Common	The BREAKER's core systems are based on IMC's industrial spaceworker ensemble.
Breaker Doomsday	Rare	The BREAKER's core systems are based on IMC's industrial spaceworker ensemble.
Breaker Hatchetman	Uncommon	The BREAKER's core systems are based on IMC's industrial spaceworker ensemble.
Buccaneer	Uncommon	BUCCANEER helmets use off-the-shelf components, but the casing is custom made. The HUD is also compatible with military VISRs, employing ingenious hacks to bypass licensing locks.
Buccaneer Illyri	Ultra Rare	BUCCANEER helmets use off-the-shelf components, but the casing is custom made. The HUD is also compatible with military VISRs, employing ingenious hacks to bypass licensing locks.
Buccaneer Tyr	Rare	BUCCANEER helmets use off-the-shelf components, but the casing is custom made. The HUD is also compatible with military VISRs, employing ingenious hacks to bypass licensing locks.
Centurion	Legendary (Mythic)	The CENTURION's C4I2SR technology+C60 combined with Spartan warfighting talent is a game-changer for UNSC operational planning and battlespace shaping doctrine.
Centurion Ironsides	Legendary (Mythic)	The CENTURION's C4I2SR technology combined with Spartan warfighting talent is a game-changer for UNSC operational planning and battlespace shaping doctrine.
Champion	Ultra Rare	CHAMPION armor requires a full team of technicians on hand to repair and retune the suit between each multiplayer match.

NAME	RARITY	DESCRIPTION
Air Assault	Common	The AIR ASSAULT helmet's long-range comm system makes it popular with Spartan fireteam leaders, but Naphtali also markets this helmet to Army special forces.
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Air Assault Impact	Rare	The AIR ASSAULT helmet's long-range comm system makes it popular with Spartan fireteam leaders, but Naphtali also markets this helmet to Army special forces.
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Anubis Nephthys	Uncommon	The ANUBIS helmet's enhanced sensor suite benefits from collaboration with allied Sangheili, though ONI security paranoia has slowed technology integration.
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Argonaut	Rare	ARGONAUT helmets can accept next-generation Block 10 Neural Interface Controller hardware once it clears UNSC Ordnance Committee approval loops.
Argonaut Idmon	Legendary	ARGONAUT helmets can accept next-generation Block 10 Neural Interface Controller hardware once it clears UNSC Ordnance Committee approval loops.
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Argus	Legendary (Mythic)	ARGUS helmets feature the most advanced human-centric information fusion systems ever placed in a mobile combat platform.
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Athlon Cynisca	Uncommon	The ATHLON helmet's inner layer uses a magnetorheological dampening system perfectly tuned to the peculiarities of Spartan physiology.
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Aviator Delta	Common	Usable only by augmented personnel, the AVIATOR helmet's ultra-wideband machine interlink gives Spartan-IV pilots unparalleled control over their aircraft.
Breaker	Common	The BREAKER's core systems are based on IMC's industrial spaceworker ensemble.
Breaker Doomsday	Rare	The BREAKER's core systems are based on IMC's industrial spaceworker ensemble.
Breaker Hatchetman	Uncommon	The BREAKER's core systems are based on IMC's industrial spaceworker ensemble.
Buccaneer	Uncommon	BUCCANEER helmets use off-the-shelf components, but the casing is custom made. The HUD is also compatible with military VISRs, employing ingenious hacks to bypass licensing locks.
Buccaneer Illyri	Ultra Rare	BUCCANEER helmets use off-the-shelf components, but the casing is custom made. The HUD is also compatible with military VISRs, employing ingenious hacks to bypass licensing locks.
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Centurion Ironsides	Legendary (Mythic)	The CENTURION's C4I2SR technology combined with Spartan warfighting talent is a game-changer for UNSC operational planning and battlespace shaping doctrine.
Champion	Ultra Rare	CHAMPION armor requires a full team of technicians on hand to repair and retune the suit between each multiplayer match.
CIO	Rare	The neural interface bypass in the CIO helmet allows the wearer to create custom synesthesia profiles to remap the suit sensors with their own senses.
Commando	Uncommon	Naphtali greatly benefited from its acquisition of Chalybs's original COMMANDO designs, which allowed them to bring their GEN2 Mjolnir armor to market several months ahead of schedule.
Commando Arius	Ultra Rare	Naphtali greatly benefited from its acquisition of Chalybs's original COMMANDO designs, which allowed them to bring their GEN2 Mjolnir armor to market several months ahead of schedule.
Commando Matrix	Legendary	Naphtali greatly benefited from its acquisition of Chalybs's original COMMANDO designs, which allowed them to bring their GEN2 Mjolnir armor to market several months ahead of schedule.
Commando Verde	Rare	Naphtali greatly benefited from its acquisition of Chalybs's original COMMANDO designs, which allowed them to bring their GEN2 Mjolnir armor to market several months ahead of schedule.
Copperhead	Legendary (Mythic)	The origin of COPPERHEAD's "militarized anthropology" decision support system can be traced to innovative tools crafted for use by Colonial Administration Authority field teams working during the darkest days of the Insurrection.
Copperhead Fangs	Legendary (Mythic)	The origin of COPPERHEAD's "militarized anthropology" decision support system can be traced to innovative tools crafted for use by Colonial Administration Authority field teams working during the darkest days of the Insurrection.
Cypher	Uncommon	The CYPHER is not the most mysterious of the Io Design Lab's many products, nor is it even the most secret.
Cypher Copiale	Uncommon	The CYPHER is not the most mysterious of the Io Design Lab's many products, nor is it even the most secret.
Cypher Voynich	Rare	The CYPHER is not the most mysterious of the Io Design Lab's many products, nor is it even the most secret.
Deadeye	Ultra Rare	Every DEADEYE helmet incorporates a small piece of alloy from one of the ships now resting in the wreckage above Tribute's poles.
Defender	Rare	It has not escaped notice that the observation and communication features of the DEFENDER helmet are well-suited for combat actuation in urban environments.
Defender Castle	Rare	It has not escaped notice that the observation and communication features of the DEFENDER helmet are well-suited for combat actuation in urban environments.
Defender Fortress	Legendary	It has not escaped notice that the observation and communication features of the DEFENDER helmet are well-suited for combat actuation in urban environments.
Defender Redoubt	Ultra Rare	It has not escaped notice that the observation and communication features of the DEFENDER helmet are well-suited for combat actuation in urban environments.
Enforcer	Uncommon	Input from the ENFORCERS' helmet-mounted cycloptics is often fed directly into the battlenet for online review by intelligence specialists and battlespace management AIs.
Engineer	Uncommon	The microframe embedded in the ENGINEER helmet supports running multiple concurrent AI shards with limited remote control of limbs and suit controls.
EVA	Common	The EVA helmet can be paired with all milspec hardshell and mechanical counterpressure suits.
EVA Hadfield	Uncommon	The EVA helmet can be paired with all milspec hardshell and mechanical counterpressure suits.
EVA Leonov	Ultra Rare	The EVA helmet can be paired with all milspec hardshell and mechanical counterpressure suits.
EVA Solovyev	Rare	The EVA helmet can be paired with all milspec hardshell and mechanical counterpressure suits.
EVA Zhigang	Ultra Rare	The EVA helmet can be paired with all milspec hardshell and mechanical counterpressure suits.
Fenrir	Uncommon	Technicians have found scrapcode buried in the FENRIR's neural interface controller that does not conform to any known programming language.
Fenrir Unchained	Rare	Technicians have found scrapcode buried in the FENRIR's neural interface controller that does not conform to any known programming language.
Fenrir Woebringer	Rare	Technicians have found scrapcode buried in the FENRIR's neural interface controller that does not conform to any known programming language.
Foehammer	Common	The FOEHAMMER helmet features an ultra-wideband vehicle cyberlink that induces total body paralysis to allow for better pilot synchronization.
Foehammer Echo	Uncommon	The FOEHAMMER helmet features an ultra-wideband vehicle cyberlink that induces total body paralysis to allow for better pilot synchronization.
Foehammer Victor	Rare	The FOEHAMMER helmet features an ultra-wideband vehicle cyberlink that induces total body paralysis to allow for better pilot synchronization.
FOTUS	Legendary	The FOTUS helmet's torque-node extension represents a breakthrough in replicating Forerunner "baffler" sensor-distortion systems.
FOTUS Chillrose	Ultra Rare	The FOTUS helmet's torque-node extension represents a breakthrough in replicating Forerunner "baffler" sensor-distortion systems.
FOTUS Synchronize	Legendary	The FOTUS helmet's torque-node extension represents a breakthrough in replicating Forerunner "baffler" sensor-distortion systems.
Freebooter	Uncommon	The FREEBOOTER's seamless nanofabricated armor panels hint at a Sangheili trade link.
Goblin	Uncommon	The UNSC Infinity's Fireteam Shadow tested GOBLIN suits during the Requiem campaign.
Goblin Dokkaebi	Rare	The UNSC Infinity's Fireteam Shadow tested GOBLIN suits during the Requiem campaign.
Goblin Erlking	Uncommon	The UNSC Infinity's Fireteam Shadow tested GOBLIN suits during the Requiem campaign.
Gungnir	Ultra Rare	The GUNGNIR target acquisition and tracking system has been adapted into various UNSC weapon systems.
Helioskrill	Legendary (Mythic)	Such is the skill of the HELIOSKRILL's artisan-armorer designer that even the heavily classified and encrypted Mjolnir neural interface protocols were reverse engineered.
Hellcat	Uncommon	Tests with Spartan-II veterans show near-perfect synchronization with HELLCAT armor, but compatible Spartan-IV operators require an acclimatization period and tweaks to their augmentation maintenance before deployment.
Hellcat Marauder	Rare	Tests with Spartan-II veterans show near-perfect synchronization with HELLCAT armor, but compatible Spartan-IV operators require an acclimatization period and tweaks to their augmentation maintenance before deployment.
Hellcat Onslaught	Ultra Rare	Tests with Spartan-II veterans show near-perfect synchronization with HELLCAT armor, but compatible Spartan-IV operators require an acclimatization period and tweaks to their augmentation maintenance before deployment.
Helljumper	Legendary (Mythic)	Though development delays kept it from consideration by the UNSC Marine Corps, only minor modifications were needed to make the HELLJUMPER helmet fully compatible with GEN2 Mjolnir.
Helljumper Feet First	Legendary (Mythic)	Though development delays kept it from consideration by the UNSC Marine Corps, only minor modifications were needed to make the HELLJUMPER helmet fully compatible with GEN2 Mjolnir.
Hermes	Legendary (Mythic)	Custom designed by The Watershed Division, the HERMES neural interface requires a lengthy synchronization process before it can be used.
Hermes Dolios	Legendary (Mythic)	Custom designed by The Watershed Division, the HERMES neural interface requires a lengthy synchronization process before it can be used.
Hunter	Legendary (Mythic)	Though still considered a prototype implementation, the HUNTER's sensor suite enhances situational and threat awareness.
Infiltrator	Rare	The INFILTRATOR helmet is one of the few that can fit the heavily classified ZILANT comm suite needed to access ONI's various hidden microsatellite constellations.
Interceptor	Uncommon	Customizable operator settings for the INTERCEPTOR allow everything from neural interface bandwidth to helmet air conditioning to be adjusted.
Interceptor Cutter	Uncommon	Customizable operator settings for the INTERCEPTOR allow everything from neural interface bandwidth to helmet air conditioning to be adjusted.
Interceptor Imperator	Rare	Customizable operator settings for the INTERCEPTOR allow everything from neural interface bandwidth to helmet air conditioning to be adjusted.
Jumpmaster	Common	Spartan combat drops have a far wider margin of safety than those of ODSTs, but the consequences of accidents are significantly more dire.
Jumpmaster Ripcord	Uncommon	Spartan combat drops have a far wider margin of safety than those of ODSTs, but the consequences of accidents are significantly more dire.
Jumpmaster Sky Soldier	Common	Spartan combat drops have a far wider margin of safety than those of ODSTs, but the consequences of accidents are significantly more dire.
Legionnaire	Common	Creating a Mjolnir variant from scratch was once extremely difficult, expensive, and fraught with risk. The LEGIONNAIRE presages a democratization of Mjolnir technology that may prove impossible to control.
Legionnaire Alaris	Uncommon	Creating a Mjolnir variant from scratch was once extremely difficult, expensive, and fraught with risk. The LEGIONNAIRE presages a democratization of Mjolnir technology that may prove impossible to control.
Legionnaire Optio	Common	Creating a Mjolnir variant from scratch was once extremely difficult, expensive, and fraught with risk. The LEGIONNAIRE presages a democratization of Mjolnir technology that may prove impossible to control.
Locus	Legendary	The LOCUS's passive cyberintrusion package and battlenet cache allow the user to stay aware of the strategic situation while remaining invisible to any hackers in the network.
Mako	Uncommon	Though offered as a complete GEN2 Mjolnir system for the Spartan branch, adoption of the MAKO helmet by Army combat divers has proven to be more profitable.
Mako Chthonic	Rare	Though offered as a complete GEN2 Mjolnir system for the Spartan branch, adoption of the MAKO helmet by Army combat divers has proven to be more profitable.
Mako Darkwater	Ultra Rare	Though offered as a complete GEN2 Mjolnir system for the Spartan branch, adoption of the MAKO helmet by Army combat divers has proven to be more profitable.
Mark VI	Ultra Rare	Key features of the iconic MARK VI helmet design have been retained in newer permutations.
Mark VI [GEN1]	Legendary (Mythic)	The distinctive silhouette of the MARK VI [GEN1] helmet remains one the most powerful symbols of the Human-Covenant War.
Mark VI Primus	Legendary	Key features of the iconic MARK VI helmet design have been retained in newer permutations.
Mark VI Regent	Legendary	Key features of the iconic MARK VI helmet design have been retained in newer permutations.
Mark VI Satrap	Ultra Rare	Key features of the iconic MARK VI helmet design have been retained in newer permutations.
Mark VI Scarred	Legendary (Mythic)	Constructed with the utmost care and multiply redundant subsystems, MARK VI helmets can remain functional even after horrendous damage.
Maverick	Ultra Rare	The custom operating system for the MAVERICK is efficiently coded and highly mutable; few realize that it is an iteration of software that Chalybs developed for their Covenant War-era Mjolnir suits.
Nightfall	Legendary (Mythic)	Lessons learned on far-flung hellscapes have shaped the NIGHTFALL helmet into the best multi-environment system available.
Noble	Rare	A significant update of the MK.V/K design, NOBLE helmets feature hardened battlenet uplinks and Chalybs's latest kinetic mesh networking admin tools.
Noble Honor	Legendary	A significant update of the MK.V/K design, NOBLE helmets feature hardened battlenet uplinks and Chalybs's latest kinetic mesh networking admin tools.
Noble Valor	Ultra Rare	A significant update of the MK.V/K design, NOBLE helmets feature hardened battlenet uplinks and Chalybs's latest kinetic mesh networking admin tools.
Nomad	Uncommon	The life support components of the NOMAD can handle a much wider range of atmospheric compositions and temperature regimes than is typical for Mjolnir armors.
Nomad Unchained	Ultra Rare	The life support components of the NOMAD can handle a much wider range of atmospheric compositions and temperature regimes than is typical for Mjolnir armors.
Nomad Wanderlust	Rare	The life support components of the NOMAD can handle a much wider range of atmospheric compositions and temperature regimes than is typical for Mjolnir armors.
Operator	Rare	OPERATOR visor plates include hyperspectral optical sensors, though the sensor fusion software that would tie that information into VISR has yet to be finalized.
Orbital	Uncommon	The Buffalo A-29 comm suite in the ORBITAL helmet works flawlessly with the ad hoc and anarchic telecommunication networks found in many colonies.
Orbital Aphelion	Ultra Rare	The Buffalo A-29 comm suite in the ORBITAL helmet works flawlessly with the ad hoc and anarchic telecommunication networks found in many colonies.
Orbital Equinox	Legendary	The Buffalo A-29 comm suite in the ORBITAL helmet works flawlessly with the ad hoc and anarchic telecommunication networks found in many colonies.
Orbital Perihelion	Rare	The Buffalo A-29 comm suite in the ORBITAL helmet works flawlessly with the ad hoc and anarchic telecommunication networks found in many colonies.
Pathfinder	Uncommon	Dedicated expert systems or dedicated AIs can be housed in the PATHFINDER helmet for on-site analysis of signals intelligence. These are run in a separate virtual machine from the rest of the suit's systems for security reasons.
Pioneer	Uncommon	The sensor fidelity and high-bandwidth storage capacity in the PIONEER helmet makes it ideal for detailed environment scans used in multiplayer and intelligence analysis scene reconstructions.
Protector	Rare	PROTECTOR armor uses an oversized fusion power pack, though production models throttle the output to standard levels.
Raider	Legendary	RAIDER helmets were crafted to be physically intimidating, though their effectiveness is disputed.
Ranger	Ultra Rare	The RANGER helmet is utilitarian and well designed, though periodic issues with VISR compatibility bedevil maintenance technicians.
Reaper	Rare	The maximum potential of the REAPER will only be unlocked after substantial improvements are made to the base Mjolnir techsuit.
Reaper Grim	Ultra Rare	The maximum potential of the REAPER will only be unlocked after substantial improvements are made to the base Mjolnir techsuit.
Reaper Mortician	Legendary	The maximum potential of the REAPER will only be unlocked after substantial improvements are made to the base Mjolnir techsuit.
Recluse	Common	Lack of ethical, legal, and administrative oversight would allow hypothetical RECLUSE designers to fully exploit Spartan neurological peculiarities—albeit at great risk of inducing dangerous side effects.
Recluse Laeta	Common	Lack of ethical, legal, and administrative oversight would allow hypothetical RECLUSE designers to fully exploit Spartan neurological peculiarities—albeit at great risk of inducing dangerous side effects.
Recluse Seri	Uncommon	Lack of ethical, legal, and administrative oversight would allow hypothetical RECLUSE designers to fully exploit Spartan neurological peculiarities—albeit at great risk of inducing dangerous side effects.
Recon	Common	The heavily classified Auspex battlenet uplink in the RECON helmet contains the latest counter-cyberintrusion and firewall routines from ONI.
Recon BDA	Rare	The heavily classified Auspex battlenet uplink in the RECON helmet contains the latest counter-cyberintrusion and firewall routines from ONI.
Recon ITG	Ultra Rare	The heavily classified Auspex battlenet uplink in the RECON helmet contains the latest counter-cyberintrusion and firewall routines from ONI.
Recon RSO	Uncommon	The heavily classified Auspex battlenet uplink in the RECON helmet contains the latest counter-cyberintrusion and firewall routines from ONI.
Recruit	Common	Decades of combat experience with Mjolnir suits informed the design and electronics hardware architecture of the RECRUIT helmet.
Recruit Charred	Common	Decades of combat experience with Mjolnir suits informed the design and electronics hardware architecture of the RECRUIT helmet.
Recruit Marked	Uncommon	Decades of combat experience with Mjolnir suits informed the design and electronics hardware architecture of the RECRUIT helmet.
Recruit Proven	Rare	Decades of combat experience with Mjolnir suits informed the design and electronics hardware architecture of the RECRUIT helmet.
Rogue	Ultra Rare	Unknown to most, ROGUE suits contain hardware cutouts that can remove or ignore several layers of safety interlocks and threat management limiters in the Mjolnir BIOS.
Scanner	Ultra Rare	The SCANNER helmet features a number of sensor capabilities and user-adjustable settings that are not yet compatible with standard VISR hardware
Scout	Uncommon	Materials Group tested various form factors of the SCOUT helmet before settling on a sleek shape reminiscent of the MARK VI [GEN1] model.
Scout Decoy	Rare	Materials Group tested various form factors of the SCOUT helmet before settling on a sleek shape reminiscent of the MARK VI [GEN1] model.
Scout Observer	Ultra Rare	Materials Group tested various form factors of the SCOUT helmet before settling on a sleek shape reminiscent of the MARK VI [GEN1] model.
Scout Outrider	Legendary	Materials Group tested various form factors of the SCOUT helmet before settling on a sleek shape reminiscent of the MARK VI [GEN1] model.
Security	Rare	Two watchdog AIs hover at the edges of the SECURITY VISR interface, alert for cyberintrusion attempts and sensor anomalies that could indicate subversion of connected surveillance networks.
Security Oppressor	Ultra Rare	Two watchdog AIs hover at the edges of the SECURITY VISR interface, alert for cyberintrusion attempts and sensor anomalies that could indicate subversion of connected surveillance networks.
Security Watchdog	Ultra Rare	Two watchdog AIs hover at the edges of the SECURITY VISR interface, alert for cyberintrusion attempts and sensor anomalies that could indicate subversion of connected surveillance networks.
Seeker	Uncommon	Except for the prototypes, all SEEKER suits are currently located on the UNSC Infinity.
Seeker Horizon	Rare	Except for the prototypes, all SEEKER suits are currently located on the UNSC Infinity.
Seeker Intrepid	Uncommon	Except for the prototypes, all SEEKER suits are currently located on the UNSC Infinity.
Soldier	Common	Low power consumption, comfort, and obsessive attention paid to ergonomics distinguish the SOLDIER helmet design from other Mjolnir patterns.
Soldier Dogface	Rare	Low power consumption, comfort, and obsessive attention paid to ergonomics distinguish the SOLDIER helmet design from other Mjolnir patterns.
Soldier Leatherneck	Common	Low power consumption, comfort, and obsessive attention paid to ergonomics distinguish the SOLDIER helmet design from other Mjolnir patterns.
Soldier Rebel	Uncommon	Low power consumption, comfort, and obsessive attention paid to ergonomics distinguish the SOLDIER helmet design from other Mjolnir patterns.
Stalker	Rare	Large volumes of Jiralhanae equipment were left behind after the Prophet of Truth's defeat. The STALKER helmet was the product of efforts to repurpose their brutal implements of war.
Strider	Rare	The STRIDER helmet contains heavy-duty power connectors and data ports for external attachments, though GEN2 specifications did not require it.
Technician	Legendary (Mythic)	Effectively a cutting-edge techscanner array packed into a compact package, the aptly named TECHNICIAN helmet allows the wearer to function as a mobile diagnostic center.
Technician Override	Legendary (Mythic)	Effectively a cutting-edge techscanner array packed into a compact package, the aptly named TECHNICIAN helmet allows the wearer to function as a mobile diagnostic center.
Teishin	Uncommon	TEISHIN heads-up displays take full advantage of VISR filters, augmented reality overlays, and cognition-enhancing software to present a clear, concise, and organized view of the battlefield.
Teishin Raikou	Ultra Rare	TEISHIN heads-up displays take full advantage of VISR filters, augmented reality overlays, and cognition-enhancing software to present a clear, concise, and organized view of the battlefield.
Teishin Shuurai	Rare	TEISHIN heads-up displays take full advantage of VISR filters, augmented reality overlays, and cognition-enhancing software to present a clear, concise, and organized view of the battlefield.
Tracker	Rare	ONI field operatives make use of several optional peripherals that augment the TRACKER suit's analytical capabilities.
Valkyrie	Common	The full capabilities of the VALKYRIE are only revealed when paired with the latest aerospace flight control systems.
Valkyrie Eir	Common	The full capabilities of the VALKYRIE are only revealed when paired with the latest aerospace flight control systems.
Valkyrie Hrist	Uncommon	The full capabilities of the VALKYRIE are only revealed when paired with the latest aerospace flight control systems.
Vector	Uncommon	VECTOR helmets feature a Covenant dataport and dummy plug, allowing the user to commune with artifact-seeking Luminaries.
Vector Interrupt	Uncommon	VECTOR helmets feature a Covenant dataport and dummy plug, allowing the user to commune with artifact-seeking Luminaries.
Vector Sequence	Rare	VECTOR helmets feature a Covenant dataport and dummy plug, allowing the user to commune with artifact-seeking Luminaries.
Venator	Ultra Rare	The latest VENATOR firmware incorporates a generalization of predictive targeting algorithms originally created to assist new Spartans in close-quarters combat.
Venator Cestus	Legendary	The latest VENATOR firmware incorporates a generalization of predictive targeting algorithms originally created to assist new Spartans in close-quarters combat.
Venator Retiarus	Ultra Rare	The latest VENATOR firmware incorporates a generalization of predictive targeting algorithms originally created to assist new Spartans in close-quarters combat.
Venator Thraex	Legendary	The latest VENATOR firmware incorporates a generalization of predictive targeting algorithms originally created to assist new Spartans in close-quarters combat.
Venture	Uncommon	The VENTURE helmet has very few integral sensors, instead relying on modular packs that can be customized before each mission.
Viper	Uncommon	Spartans with extensive experience on the VIPER variant have displayed both statistically significant increases in aggression levels and measurable improvements in reaction times.
Viper Strike	Rare	Spartans with extensive experience on the VIPER variant have displayed both statistically significant increases in aggression levels and measurable improvements in reaction times.
Viper Venom	Ultra Rare	Spartans with extensive experience on the VIPER variant have displayed both statistically significant increases in aggression levels and measurable improvements in reaction times.
Void Dancer	Legendary	The VOID DANCER does not meet all Mjolnir standards, sacrificing compatibility so that Emerson Tactical Systems can integrate its own black-box components.
War Master	Rare	The WAR MASTER's neural interface was intentionally throttled after early testing showed inexperienced Spartans would dangerously overextend themselves in combat due to the euphoric side effects.
War Master Augustan	Legendary	The WAR MASTER's neural interface was intentionally throttled after early testing showed inexperienced Spartans would dangerously overextend themselves in combat due to the euphoric side effects.
War Master Scipio	Legendary	The WAR MASTER's neural interface was intentionally throttled after early testing showed inexperienced Spartans would dangerously overextend themselves in combat due to the euphoric side effects.
War Master Tiberian	Ultra Rare	The WAR MASTER's neural interface was intentionally throttled after early testing showed inexperienced Spartans would dangerously overextend themselves in combat due to the euphoric side effects.
Warrior	Common	The WARRIOR helmet's robust design protects an elegant combination of sensors and computing clusters that are fully interoperable with all Mjolnir derivatives.
Warrior Blade	Uncommon	The WARRIOR helmet's robust design protects an elegant combination of sensors and computing clusters that are fully interoperable with all Mjolnir derivatives.
Warrior Helm	Common	The WARRIOR helmet's robust design protects an elegant combination of sensors and computing clusters that are fully interoperable with all Mjolnir derivatives.
Warrior Shield	Uncommon	The WARRIOR helmet's robust design protects an elegant combination of sensors and computing clusters that are fully interoperable with all Mjolnir derivatives.
Wetwork	Ultra Rare	The linear sensor on WETWORK helmets is a standard VISR-compatible element on most suits; Delta-Six and other specialists use esoteric systems more valuable than the suit and Spartan themselves.

APPENDIX

REQ Cards

Loadout Weapons: Game-Impacting, Permanent

NAME	RARITY	ENERGY COST	DESCRIPTION
ASSAULT RIFLES			
Assault Rifle	Common	1	Assault Rifle with Projection Sight. Standard-issue fully automatic rifle effective at short to medium range.
Assault Rifle with Energy Bayonet	Rare	8	Assault Rifle with Projection Sight and Energy Bayonet. Standard-issue fully automatic rifle effective at short to medium range. Energy Bayonet increases melee damage and range.
Assault Rifle with Kinetic Bolts	Common	3	Assault Rifle with Projection Sight and Kinetic Bolts. Standard-issue fully automatic rifle effective at short to medium range. Kinetic Bolts augment knockback and damage against vehicles.
Assault Rifle with Laser Targeter	Common	3	Assault Rifle with Projection Sight and Laser Targeter. Standard-issue fully automatic rifle effective at short to medium range. Laser Targeter increases weapon accuracy.
Assault Rifle with Long Barrel	Common	3	Assault Rifle with Projection Sight and Long Barrel. Standard-issue fully automatic rifle effective at short to medium range. Long Barrel increases effective range.
Assault Rifle with Silencer	Common	2	Assault Rifle with Projection Sight and Silencer. Standard-issue fully automatic rifle effective at short to medium range. Silencer reduces visibility on enemy Motion Trackers when firing.
Assault Rifle with Stabilization Jets	Common	2	Assault Rifle with Projection Sight and Stabilization Jets. Standard-issue fully automatic rifle effective at short to medium range. Stabilization Jets help control recoil.
Longshot AR	Uncommon	1	Assault Rifle with Longshot Sight. UNSC Marine Corps Interim Fireteam Support (IFS) configuration for intermediate-range combat and long-range suppression.
Longshot AR with Energy Bayonet	Ultra Rare	8	Assault Rifle with Longshot Sight and Energy Bayonet. UNSC Marine Corps Interim Fireteam Support (IFS) configuration for intermediate-range combat and long-range suppression. Energy Bayonet increases melee damage and range.
Longshot AR Kinetic Bolts	Uncommon	3	Assault Rifle with Longshot Sight and Kinetic Bolts. UNSC Marine Corps Interim Fireteam Support (IFS) configuration for intermediate-range combat and long-range suppression. Kinetic Bolts augment knockback and damage against vehicles.
Longshot AR with Laser Targeter	Uncommon	3	Assault Rifle with Longshot Sight and Laser Targeter. UNSC Marine Corps Interim Fireteam Support (IFS) configuration for intermediate-range combat and long-range suppression. Laser Targeter increases weapon accuracy.
Longshot AR with Long Barrel	Uncommon	3	Assault Rifle with Longshot Sight and Long Barrel. UNSC Marine Corps Interim Fireteam Support (IFS) configuration for intermediate-range combat and long-range suppression. Long Barrel increases effective range.
Longshot AR with Silencer	Uncommon	2	Assault Rifle with Longshot Sight and Silencer. UNSC Marine Corps Interim Fireteam Support (IFS) configuration for intermediate-range combat and long-range suppression. Silencer reduces visibility on enemy Motion Trackers when firing.
Longshot AR with Stabilization Jets	Uncommon	1	Assault Rifle with Longshot Sight and Stabilization Jets. UNSC Marine Corps Interim Fireteam Support (IFS) configuration for intermediate-range combat and long-range suppression. Stabilization Jets help control recoil.
Recon AR	Common	1	Assault Rifle with Recon Sight. UNSC Army configuration with quick-acquisition sights for midrange engagements.
Recon AR with Energy Bayonet	Rare	8	Assault Rifle with Recon Sight and Energy Bayonet. UNSC Army configuration with quick-acquisition sights for midrange engagements. Energy Bayonet increases melee damage and range.
Recon AR with Kinetic Bolts	Common	3	Assault Rifle with Recon Sight and Kinetic Bolts. UNSC Army configuration with quick-acquisition sights for midrange engagements. Kinetic Bolts augment knockback and damage against vehicles.
Recon AR with Laser Targeter	Common	3	Assault Rifle with Recon Sight and Laser Targeter. UNSC Army configuration with quick-acquisition sights for midrange engagements. Laser Targeter increases weapon accuracy.
Recon AR with Long Barrel	Common	3	Assault Rifle with Recon Sight and Long Barrel. UNSC Army configuration with quick-acquisition sights for midrange engagements. Long Barrel increases effective range.
Recon AR with Silencer	Common	2	Assault Rifle with Recon Sight and Silencer. UNSC Army configuration with quick-acquisition sights for midrange engagements. Silencer reduces visibility on enemy Motion Trackers when firing.
Recon AR with Stabilization Jets	Common	2	Assault Rifle with Recon Sight and Stabilization Jets. UNSC Army configuration with quick-acquisition sights for midrange engagements. Stabilization Jets help control recoil.
BATTLE RIFLES			
Battle Rifle	Common	3	Battle Rifle with Recon Sight. Standard-issue burst-fire rifle that can excel at any engagement range.
Battle Rifle with Energy Bayonet	Rare	8	Battle Rifle with Recon Sight and Energy Bayonet. Standard-issue burst-fire rifle that can excel at any engagement range. Energy Bayonet increases melee damage and range.
Battle Rifle with Kinetic Bolts	Common	4	Battle Rifle with Recon Sight and Kinetic Bolts. Standard-issue burst-fire rifle that can excel at any engagement range. Kinetic Bolts augment knockback and damage against vehicles.
Battle Rifle with Laser Targeter	Common	5	Battle Rifle with Recon Sight and Laser Targeter. Standard-issue burst-fire rifle that can excel at any engagement range. Laser Targeter increases weapon accuracy.
Battle Rifle with Long Barrel	Common	5	Battle Rifle with Recon Sight and Long Barrel. Standard-issue burst-fire rifle that can excel at any engagement range. Long Barrel increases effective range.
Battle Rifle with Silencer	Common	4	Battle Rifle with Recon Sight and Silencer. Standard-issue burst-fire rifle that can excel at any engagement range. Silencer reduces visibility on enemy Motion Trackers when firing.
Battle Rifle with Stabilization Jets	Common	5	Battle Rifle with Recon Sight and Stabilization Jets. Standard-issue burst-fire rifle that can excel at any engagement range. Stabilization Jets help control recoil.
Longshot BR	Uncommon	3	Battle Rifle with Longshot Sight. Marksman configuration preferred by many Requiem veterans.
Longshot BR with Energy Bayonet	Ultra Rare	8	Battle Rifle with Longshot Sight and Energy Bayonet. Marksman configuration preferred by many Requiem veterans. Energy Bayonet increases melee damage and range.
Longshot BR with Kinetic Bolts	Uncommon	4	Battle Rifle with Longshot Sight and Kinetic Bolts. Marksman configuration preferred by many Requiem veterans. Kinetic Bolts augment knockback and damage against vehicles.
Longshot BR with Laser Targeter	Uncommon	5	Battle Rifle with Longshot Sight and Laser Targeter. Marksman configuration preferred by many Requiem veterans. Laser Targeter increases weapon accuracy.
Longshot BR with Long Barrel	Uncommon	5	Battle Rifle with Longshot Sight and Long Barrel. Marksman configuration preferred by many Requiem veterans. Long Barrel increases effective range.
Longshot BR with Silencer	Uncommon	4	Battle Rifle with Longshot Sight and Silencer. Marksman configuration preferred by many Requiem veterans. Silencer reduces visibility on enemy Motion Trackers when firing.
Longshot BR with Stabilization Jets	Uncommon	5	Battle Rifle with Longshot Sight and Stabilization Jets. Marksman configuration preferred by many Requiem veterans. Stabilization Jets help control recoil.
Sentinel BR	Rare	3	Battle Rifle with Sentinel Sight. Delta-Six special forces configuration with variable-zoom 4x/6x optics; optimized for long-range, pinpoint lethality.
Sentinel BR with Energy Bayonet	Legendary	8	Battle Rifle with Sentinel Sight and Energy Bayonet. Delta-Six special forces configuration with variable-zoom 4x/6x optics; optimized for long-range, pinpoint lethality. Energy Bayonet increases melee damage and range.
Sentinel BR with Kinetic Bolts	Rare	4	Battle Rifle with Sentinel Sight and Kinetic Bolts. Delta-Six special forces configuration with variable-zoom 4x/6x optics; optimized for long-range, pinpoint lethality. Kinetic Bolts augment knockback and damage against vehicles.
Sentinel BR with Laser Targeter	Rare	5	Battle Rifle with Sentinel Sight and Laser Targeter. Delta-Six special forces configuration with variable-zoom 4x/6x optics; optimized for long-range, pinpoint lethality. Laser Targeter increases weapon accuracy.
Sentinel BR with Long Barrel	Rare	5	Battle Rifle with Sentinel Sight and Long Barrel. Delta-Six special forces configuration with variable-zoom 4x/6x optics; optimized for long-range, pinpoint lethality. Long Barrel increases effective range.
Sentinel BR with Silencer	Rare	4	Battle Rifle with Sentinel Sight and Silencer. Delta-Six special forces configuration with variable-zoom 4x/6x optics; optimized for long-range, pinpoint lethality. Silencer reduces visibility on enemy Motion Trackers when firing.
Sentinel BR with Stabilization Jets	Rare	5	Battle Rifle with Sentinel Sight and Stabilization Jets. Delta-Six special forces configuration with variable-zoom 4x/6x optics; optimized for long-range, pinpoint lethality. Stabilization Jets help control recoil.
DMRS			
DMR	Rare	6	DMR with Longshot Sight. Powerful and accurate semi-automatic rifle best used at medium to long range.
DMR with Energy Bayonet	Legendary	8	DMR with Longshot Sight and Energy Bayonet. Powerful and accurate semi-automatic rifle best used at mid- to long range. Energy Bayonet increases melee damage and range.
DMR with Kinetic Bolts	Rare	7	DMR with Longshot Sight and Kinetic Bolts. Powerful and accurate semi-automatic rifle best used at mid- to long range. Kinetic Bolts augment knockback and damage against vehicles.
DMR with Laser Targeter	Rare	8	DMR with Longshot Sight and Laser Targeter. Powerful and accurate semi-automatic rifle best used at mid- to long range. Laser Targeter increases weapon accuracy.
DMR with Long Barrel	Rare	8	DMR with Longshot Sight and Long Barrel. Powerful and accurate semi-automatic rifle best used at mid- to long range. Long Barrel increases effective range. Long Barrel increases effective range.
DMR with Silencer	Rare	7	DMR with Longshot Sight and Silencer. Powerful and accurate semi-automatic rifle best used at mid- to long range. Silencer reduces visibility on enemy Motion Trackers when firing.
DMR with Stabilization Jets	Rare	8	DMR with Longshot Sight and Stabilization Jets. Powerful and accurate semi-automatic rifle best used at mid- tolong range.
Recon DMR	Ultra Rare	6	DMR with Recon Sight. Marine Force Recon configuration that emphasizes ease of handling and midrange accuracy.
Recon DMR with Energy Bayonet	Legendary	8	DMR with Recon Sight and Energy Bayonet. Marine Force Recon configuration that emphasizes ease of handling and midrange accuracy. Energy Bayonet increases melee damage and range.
Recon DMR with Kinetic Bolts	Ultra Rare	7	DMR with Recon Sight and Kinetic Bolts. Marine Force Recon configuration that emphasizes ease of handling and midrange accuracy. Kinetic Bolts augment knockback and damage against vehicles.
Recon DMR with Laser Targeter	Ultra Rare	8	DMR with Recon Sight and Laser Targeter. Marine Force Recon configuration that emphasizes ease of handling and midrange accuracy. Laser Targeter increases weapon accuracy.
Recon DMR with Long Barrel	Ultra Rare	8	DMR with Recon Sight and Long Barrel. Marine Force Recon configuration that emphasizes ease of handling and midrange accuracy. Long Barrel increases effective range.
Recon DMR with Silencer	Ultra Rare	7	DMR with Recon Sight and Silencer. Marine Force Recon configuration that emphasizes ease of handling and midrange accuracy. Silencer reduces visibility on enemy Motion Trackers when firing.
Recon DMR with Stabilization Jets	Ultra Rare	8	DMR with Recon Sight and Stabilization Jets. Marine Force Recon configuration that emphasizes ease of handling and midrange accuracy. Stabilization Jets help control recoil.
Sentinel DMR	Legendary	6	DMR with Sentinel Sight. Precision configuration with variable-zoom 4x/6x optics, used by unaugmented UNSC snipers.
Sentinel DMR with Energy Bayonet	Legendary	8	DMR with Sentinel Sight and Energy Bayonet. Precision configuration with variable-zoom 4x/6x optics, used by unaugmented UNSC snipers. Energy Bayonet increases melee damage and range.
Sentinel DMR with Kinetic Bolts	Legendary	7	DMR with Sentinel Sight and Kinetic Bolts. Precision configuration with variable-zoom 4x/6x optics, used by unaugmented UNSC snipers. Kinetic Bolts augment knockback and damage against vehicles.
Sentinel DMR with Laser Targeter	Legendary	8	DMR with Sentinel Sight and Laser Targeter. Precision configuration with variable-zoom 4x/6x optics, used by unaugmented UNSC snipers. Laser Targeter increases weapon accuracy.
Sentinel DMR with Long Barrel	Legendary	8	DMR with Sentinel Sight and Long Barrel. Precision configuration with variable-zoom 4x/6x optics, used by unaugmented UNSC snipers. Long Barrel increases effective range.
Sentinel DMR with Silencer	Legendary	7	DMR with Sentinel Sight and Silencer. Precision configuration with variable-zoom 4x/6x optics, used by unaugmented UNSC snipers. Silencer reduces visibility on enemy Motion Trackers when firing.
Sentinel DMR with Stabilization Jets	Legendary	8	DMR with Sentinel Sight and Stabilization Jets. Precision configuration with variable-zoom 4x/6x optics, used by unaugmented UNSC snipers. Stabilization Jets help control recoil.
MAGNUMS			
Magnum	Common	1	Magnum with Projection Sight. Standard-issue semi-automatic heavy pistol. Use Smart-Link and call your shots.
SMGS			
SMG	Uncommon	4	SMG with CQB Sight. Rapid-fire submachine gun best suited for close-quarter combat while leveraging Smart-Link.
Projection SMG	Rare	4	SMG with Projection Sight. SWAT configuration used by UNSC military police and UEG security forces.
Projection SMG with Energy Bayonet	Legendary	8	SMG with Projection Sight and Energy Bayonet. SWAT configuration used by UNSC military police and UEG security forces. Energy Bayonet increases melee damage and range.
Projection SMG with Kinetic Bolts	Rare	5	SMG with Projection Sight and Kinetic Bolts. SWAT configuration used by UNSC military police and UEG security forces. Kinetic Bolts augment knockback and damage against vehicles.
Projection SMG with Laser Targeter	Rare	6	SMG with Projection Sight and Laser Targeter. SWAT configuration used by UNSC military police and UEG security forces. Laser Targeter increases weapon accuracy.
Projection SMG with Long Barrel	Rare	6	SMG with Projection Sight and Long Barrel. SWAT configuration used by UNSC military police and UEG security forces. Long Barrel increases effective range.
Projection SMG with Silencer	Rare	5	SMG with Projection Sight and Silencer. SWAT configuration used by UNSC military police and UEG security forces. Silencer reduces visibility on enemy Motion Trackers when firing.
Projection SMG with Stabilization Jets	Rare	6	SMG with Projection Sight and Stabilization Jets. SWAT configuration used by UNSC military police and UEG security forces. Stabilization Jets help control recoil.
Recon SMG	Ultra Rare	4	SMG with Recon Sight. Personal defense weapon configuration issued to UNSC pilots.
Recon SMG with Energy Bayonet	Legendary	8	SMG with Recon Sight and Energy Bayonet. Personal defense weapon configuration issued to UNSC pilots. Energy Bayonet increases melee damage and range.
Recon SMG with Kinetic Bolts	Ultra Rare	5	SMG with Recon Sight and Kinetic Bolts. Personal defense weapon configuration issued to UNSC pilots. Kinetic Bolts augment knockback and damage against vehicles.
Recon SMG with Laser Targeter	Ultra Rare	6	SMG with Recon Sight and Laser Targeter. Personal defense weapon configuration issued to UNSC pilots. Laser Targeter increases weapon accuracy.
Recon SMG with Long Barrel	Ultra Rare	6	SMG with Recon Sight and Long Barrel. Personal defense weapon configuration issued to UNSC pilots. Long Barrel increases effective range.
Recon SMG with Silencer	Ultra Rare	5	SMG with Recon Sight and Silencer. Personal defense weapon configuration issued to UNSC pilots. Silencer reduces visibility on enemy Motion Trackers when firing.
Recon SMG with Stabilization Jets	Ultra Rare	6	SMG with Recon Sight and Stabilization Jets. Personal defense weapon configuration issued to UNSC pilots. Stabilization Jets help control recoil.
SMG with Energy Bayonet	Ultra Rare	8	SMG with CQB Sight and Energy Bayonet. Rapid-fire submachine gun best suited for close-quarter combat while leveraging Smart-Link. Energy Bayonet increases melee damage and range.
SMG with Kinetic Bolts	Uncommon	5	SMG with CQB Sight and Kinetic Bolts. Rapid-fire submachine gun best suited for close-quarter combat while leveraging Smart-Link. Kinetic Bolts augment knockback and damage against vehicles.
SMG with Laser Targeter	Uncommon	6	SMG with CQB Sight and Laser Targeter. Rapid-fire submachine gun best suited for close-quarter combat while leveraging Smart-Link. Laser Targeter increases weapon accuracy.
SMG with Long Barrel	Uncommon	6	SMG with CQB Sight and Long Barrel. Rapid-fire submachine gun best suited for close-quarter combat while leveraging Smart-Link. Long Barrel increases effective range.
SMG with Silencer	Uncommon	5	SMG with CQB Sight and Silencer. Rapid-fire submachine gun best suited for close-quarter combat while leveraging Smart-Link. Silencer reduces visibility on enemy Motion Trackers when firing.
SMG with Stabilization Jets	Uncommon	6	SMG with CQB Sight and Stabilization Jets. Rapid-fire submachine gun best suited for close-quarter combat while leveraging Smart-Link. Stabilization Jets help control recoil.

REQ Cards

Power-Ups: Game-Impacting, Single-Use

NAME	RARITY	ENERGY COST	DESCRIPTION
Active Camo I	Uncommon	4	Active Camo creates a refractive field that provides optical masking. Quick movements and offensive actions destabilize the effect. Short duration.
Active Camo II	Rare	4	Active Camo creates a refractive field that provides optical masking. Quick movements and offensive actions destabilize the effect. Medium duration.
Active Camo III	Ultra Rare	5	Active Camo creates a refractive field that provides optical masking. Quick movements and offensive actions destabilize the effect. Long duration.
Damage Boost I	Rare	5	Damage Boost significantly increases the user's weapon, grenade, and vehicle damage for a short time. The Damage Boost also reduces visibility. Short duration.
Damage Boost II	Ultra Rare	5	Damage Boost significantly increases the user's weapon, grenade, and vehicle damage for a short time. The Damage Boost also reduces visibility. Medium duration.
Damage Boost III	Legendary	6	Damage Boost significantly increases the user's weapon, grenade, and vehicle damage for a short time. The Damage Boost also reduces visibility. Long duration.
Overshield I	Uncommon	3	Overshield adds an extra layer of shields that do not regenerate. This extra layer is displayed in green on the HUD's shield indicator. Short duration.
Overshield II	Rare	3	Overshield adds an extra layer of shields that do not regenerate. This extra layer is displayed in green on the HUD's shield indicator. Medium duration.
Overshield III	Ultra Rare	4	Overshield adds an extra layer of shields that do not regenerate. This extra layer is displayed in green on the HUD's shield indicator. Long duration.
Speed Boost I	Common	2	Speed Boost temporarily increases movement, reloading, assassination, and weapon switch speed. Short duration.
Speed Boost II	Uncommon	2	Speed Boost temporarily increases movement, reloading, assassination, and weapon switch speed. Medium duration.
Speed Boost III	Rare	3	Speed Boost temporarily increases movement, reloading, assassination, and weapon switch speed. Long duration.

REQ Cards

Power Weapons: Game-Impacting, Single-Use

NAME	RARITY	ENERGY COST	DESCRIPTION
BEAM RIFLES			
Beam Rifle	Rare	6	Long-range semi-automatic energy rifle with variable-zoom 4x/10x optics. Use Smart-Link to line up headshots for one-shot kills.
Sword of the Faithful	Ultra Rare	6	Personalized by the Prophet of Regret's majordomo. Improved Beam Rifle with enhanced hip-fire accuracy, faster heat dissipation, and a higher rate of fire.
Krith's Left Hand	Legendary	7	Reclaimed from the notorious Kig-Yar Pirate King's personal vaults by the previous Arbiter, Ripa 'Moramee. Advanced Beam Rifle that fires a burst of energy with each pull of the trigger.
BINARY RIFLES			
Binary Rifle	Ultra Rare	6	Semi-automatic sniper energy rifle with variable-zoom 4x/9x optics. Use Smart-Link when engaging targets at long range.
Retina of the Mind's Eye	Ultra Rare	6	The core of this ancient weapon holds a shackled mind. Improved Binary Rifle upgraded with additional magazine capacity.
Twin Jewels of Maethrillian	Legendary	7	A twin missing its sibling. Advanced Binary Rifle modified with dual beam emitters that enhance the rifle's anti-armor utility.
BOLTSHOTS			
Boltshot	Common	2	Burst-fire energy pistol. Bolts home in on close-range targets. This new functionality appears to be related to other adaptations the Prometheans have displayed since the disappearance of the Didact.
Closed Fist	Uncommon	2	Left hand of Endurance-of-Will, the Didact's loyal lieutenant. Improved Boltshot with an extended magazine and faster rate of fire.
Open Hand	Rare	3	Right hand of Endurance-of-Will, the Didact's loyal lieutenant. Advanced Boltshot that fires a swarm of tracking bolts with each press of the trigger.
CARBINES			
Carbine	Common	4	Carbine with Holoscope. Versatile semi-automatic rifle renowned for its accuracy and long range. New production models use a streamlined manufacturing process and reactive materials in place of radioisotopes for coating projectiles.
ENERGY SWORDS			
Prophets' Bane	Legendary (Mythic)	6	The Arbiter awaits the San'Shyuum's inevitable return with blade in hand. Mythic Energy Sword with embedded Active Camo generator and a wider lunge radius when using Smart-Link. The sword's infectious bloodlust also increases movement speed.
Energy Sword	Uncommon	3	Deadly plasma-based melee weapon. Successful strikes deplete the sword's limited energy charge.
Ravening Sliver	Rare	3	Each of these lightweight relic blades is marked by its creator and first owner, but their legacy has long since been forgotten. Improved Energy Sword that can be swung more rapidly.
Vorpal Talon	Ultra Rare	4	Light as a feather when wielded with unrestrained malice. Advanced Energy Sword that provides additional thruster hangtime and two thruster evades per cooldown.
FUEL ROD CANNONS			
Fuel Rod Cannon	Uncommon	4	Magazine-fed, shoulder-fired heavy weapon that fires explosive fuel rods. Modern Fuel Rod Cannons are significantly more accurate than those than those used by the old Covenant—a refinement sourced from the multi-species workshops on Venezia.
Light of Urs	Rare	5	The war on Sanghelios has led to unprecedented advances in fuel rod technology. Improved Fuel Rod Cannon that fires faster-moving projectiles that do more damage.
Pool of Radiance	Ultra Rare	5	Both the Swords of Sanghelios and Covenant use once-forbidden armaments in their bloody civil war. Advanced Fuel Rod Cannon that fires unstable projectiles that leave a dangerous residue in their impact area.
HYDRA LAUNCHERS			
Hydra Launcher	Uncommon	5	Hydra with 1.2x Scope. Portable mini-missile launcher. Hold down trigger to lock on to targets before releasing.
Typhon	Rare	5	What Chalybs builds, Watershed Division perfects. Improved Hydra Launcher with upgraded recoil compensation, warhead damage, and reload speed.
Echidna	Ultra Rare	7	Experimental mini-missile warheads are just one of Chalybs Defense's many R&D projects. Advanced Hydra Launcher loaded with experimental EMP warheads capable of temporarily disabling enemy vehicles.
INCINERATION CANNONS			
Incineration Cannon	Rare	6	Heavy cannon that fires a powerful energy charge. Main charge spawns submunitions on impact.
River of Light	Ultra Rare	7	The war against the Flood led to many technical advances. All proved fruitless. Improved Incineration Cannon that will unleash a long burst of energy blasts if allowed to charge up by holding the firing trigger.
Heartseeker	Legendary	8	Forerunner Warrior-Servants were relentless on the hunt. Advanced Incineration Cannon that fires tracking energy charges.
LIGHTRIFLES			
LightRifle	Rare	5	Accurate and powerful, LightRifles were the standard-issue weapon of ancient Promethean warriors.
Magnums			
Whispered Truth	Ultra Rare	5	Let the lady talk. Mythic Magnum machine pistol with burst fire and integral Silencer. Wielding the Whispered Truth increases movement speed.
NEEDLERS			
Needler	Common	3	Exotic weapon that fires shards that home in on short-range targets. If multiple shards strike a target they will detonate—creating a "supercombine" explosion. Will bounce off heavy armor, such as that used by vehicles and Hunters.
Hailstorm	Uncommon	3	The Hailstorm owes much to a pre-Covenant weapon used during the volatile early-interstellar period of Sangheili history. Improved Needler that fires fast-moving crystal shards that exhibit strong homing behavior.
Talon of the Lost	Rare	4	Sangheili miners and engineers continue to discover amazing new properties of the Subanese crystals used in Needler ammunition. Advanced Needler that fires carefully calibrated shards that can embed themselves in armor.
PLASMA CASTERS			
Plasma Caster	Uncommon	4	Fires plasma bolts that can be bounced off terrain to reach targets behind cover. Bolts stick and will chain-detonate when fired using Smart-Link.
Scourge of Fire	Rare	4	Modifying design patterns to enhance their performance was once considered apostasy. Improved Plasma Caster that fires two plasma bolts per shot and does not overheat.
White Scar	Ultra Rare	5	There is little honor to be found in slaughter, but that's enough for some. Advanced Plasma Caster that fires modified bolts set to proximity detonate if hip-fired and have a Needler fragmentation effect.
PLASMA PISTOLS			
Plasma Pistol	Common	3	Semi-automatic energy pistol that fires packets of superheated plasma. Holding down the trigger, then releasing, will fire a tracking overcharge shot with an EMP effect that will disable vehicles and knock out shields.
Spitfire	Uncommon	3	The skill and finesse of Kig-Yar armorers should never be underestimated. Improved Plasma Pistol with faster rate of fire and reduced heat generated per shot.
Void's Tear	Rare	4	Superheating exotic nuclear isomers is pure folly, but it was done with the best of intentions. Advanced Plasma Pistol with overcharged shots that create an unstable gravimetric vortex at point of impact, pulling in nearby objects, then exploding.
RAILGUNS			
Railgun	Common	4	Powerful single-shot coilgun that requires a short charge cycle before firing. Will automatically fire if the charge is held for too long.
Whiplash	Uncommon	4	Acheron Security has recently made great strides in developing compact fast-discharge energy cells and miniaturized sensors. Improved Railgun featuring a faster charge cycle, multiple shots per magazine, and projectiles fitted with proximity airburst fuses.
Arclight	Rare	5	Those who can't acquire super-soldiers acquire super-weapons instead. Advanced Railgun firing armor-piercing high-explosive (APHE) projectiles. Shots take longer to charge but can be held indefinitely.
ROCKET LAUNCHERS			
Rocket Launcher	Uncommon	6	Shoulder-fired heavy weapon widely issued to UNSC Army, Marine Corps, and Spartan infantry to counter enemy vehicles and Promethean Knights. Can fire two missiles per magazine. Lock on to air targets using Smart-Link before firing.
Ad Victoriam	Rare	6	There's nowhere to hide. Improved Rocket Launcher that fires two additional missiles in a V pattern with each shot. All three missiles can be laser-guided when using Smart-Link and feature an airburst proximity fuse.
High Five	Ultra Rare	7	BOOM! Advanced Rocket Launcher loaded with experimental submunition ammo. Each shot unleashes five Hydra mini-missiles that will lock on to ground and air targets.
SAWS			
SAW	Common	5	Rapid-fire light machine gun with a large ammo capacity.
Appetite for Destruction	Uncommon	6	Raze everything to the ground. Improved SAW fitted with a high capacity drum magazine.
The Answer	Rare	6	Inquiring sentients want to know. Advanced SAW with slightly lower rate of fire, but each projectile has a proximity-fused high explosive warhead.
SCATTERSHOTS			
Scattershot	Rare	4	Short-range semi-automatic energy shotgun. Energy projectiles ricochet off hard surfaces and exhibit homing behavior.
Loathsome Thing	Ultra Rare	4	Stained in the ichor of uncountable foul parasites slain in a hundred thousand wretched hives. Improved Scattershot with increased damage, faster rate of fire, and extended magazine.
Didact's Signet	Legendary	5	Made by the Didact's own hand to reward his most elite Prometheans. Advanced Scattershot that fires fast-moving, long-range projectiles with stronger homing behavior after ricochets.
SHOTGUNS			
Shotgun	Common	3	Short-ranged semi-automatic Shotgun. Get up close and personal to maximize damage.
Lawgiver	Uncommon	3	Dura lex, sed lex. Improved Shotgun with increased damage, accuracy, and rate of fire.
Blaze of Glory	Rare	4	Advanced technology married to brutal simplicity. Advanced Shotgun with Forerunner mechanism to fire fast-moving hardlight projectiles with extra range and anti-vehicle effect. Reloads with a single shell.
Oathsworn	Ultra Rare (Mythic)	5	Memories of loss and dreams of vengeance, sealed in steel and composites. Mythic Shotgun with increased damage, accuracy, and rate of fire. The user's movement speed is also increased while Oathsworn is equipped.
SNIPER RIFLES			
Sniper Rifle	Uncommon	6	Semi-automatic multi-role heavy rifle with variable-zoom 4x/9x optics. Best used at long range in conjunction with Smart-Link.
End of the Line	Rare	6	All good things must come to an end. Improved Sniper Rifle with reduced recoil, but emphasis on faster rate of fire has slightly reduced damage.
Arrow of Time	Ultra Rare	7	There's no going back. Advanced Sniper Rifle with extended magazine and heavy-duty cyberlink that prevents descope. Unfortunately, the weapon does have extra recoil to compensate for.
Nornfang	Legendary (Mythic)	7	A master-crafted instrument of death and destruction. Mythic Sniper Rifle firing high-explosive armor-piercing (HEAP) rounds that increase overall damage. In addition, Linda's modifications ensure the Motion Tracker is visible even when using Zoom.
SPARTAN LASERS			
Spartan Laser	Rare	5	Anti-vehicle laser. Requires a short warmup time before firing.
Endgame	Ultra Rare	6	Checkmate. Improved Spartan Laser with reduced charge time and additional battery capacity, but each shot does less damage.
Selene's Lance	Legendary	7	Built from components fresh from the labs in Seongnam. Advanced Spartan Laser with reduced charge time, longer beam duration, additional battery capacity, and targeting laser does damage. Multiplayer balancing adds extra recoil.
STORM RIFLES			
Storm Rifle	Common	1	Rapid-fire plasma rifle effective out to medium range when Smart-Link is engaged. Sustained fire can temporarily overheat the weapon.
SUPPRESSORS			
Suppressor	Common	2	Fully automatic energy rifle effective at short range. Accuracy significantly improves when using Smart-Link.
TURRETS			
Chaingun Turret	Common	2	Rotary autocannon.
ONI Chaingun Turret	Ultra Rare	5	When guile and stealth fail, the direct approach is often the best. Fires high-explosive dual-purpose (HEDP) rounds.
Gauss Turret	Legendary	6	Precision anti-tank coilgun.
ONI Gauss Turret	Legendary	6	ONI field operatives appreciate the precision and power of Gauss weapons. ONI Gauss cannon impacts produce lingering area-of-effect damage.
Rocket Turret	Ultra Rare	5	Fires high explosive missiles that can lock on to air targets.
ONI Rocket Turret	Legendary	5	When it's time to go loud, ONI accepts no substitutes. Fires missiles with both surface-to-air and surface-to-surface engagement profiles.
Plasma Turret	Rare	2	Rapid-fire plasma cannon.
Splinter Turret	Rare	3	Fires hardlight projectiles that break apart and detonate after impact.

REQ Cards

Random REQs: Game-Impacting, Single-Use

NAME	RARITY	ENERGY COST	DESCRIPTION
Random Vehicle	Rare	5	Requisition a random vehicle of Rare or higher rarity. This can provide a vehicle you otherwise do not have the Level or Energy to acquire.
Random Vehicle	Ultra Rare	6	Requisition a random vehicle of Ultra Rare or higher rarity. This can provide a vehicle you otherwise do not have the Level or Energy to acquire.
Random Vehicle	Uncommon	4	Requisition a random vehicle of Uncommon or higher rarity. This can provide a vehicle you otherwise do not have the Level or Energy to acquire.
Random Weapon	Common	3	Requisition a random weapon of Common or higher rarity. This can provide a weapon you otherwise do not have the Level or Energy to acquire.
Random Weapon	Rare	5	Requisition a random weapon of rare or higher rarity. This can provide a weapon you otherwise do not have the Level or Energy to acquire.
Random Weapon	Uncommon	4	Requisition a random weapon of Uncommon or higher rarity. This can provide a weapon you otherwise do not have the Level or Energy to acquire.

REQ Cards

Stances: Cosmetic, Permanent

NAME	RARITY	DESCRIPTION
Assassin	Ultra Rare	Blindsided and bushwhacked.
At the Ready	Common	Freedom isn't free.
Believe	Rare	Points of light in an infinite darkness.
Breach	Uncommon	Ready to rock.
Engage	Rare	Make it so.
Flanker	Legendary	They'll never see you coming.
Grim Resolve	Uncommon	There are worse places to die.
Into the Fire	Rare	The flames of war climb higher.
Last Stand	Uncommon	The breakwater.
Look Skyward	Ultra Rare	Heroes arrive fashionably late.
Peacemaker	Legendary	In death, peace.
Urban Recon	Rare	Keep it clean.
Weapons Free	Ultra Rare	You are free to engage.
World's End	Common	There at the close.

REQ Cards

Vehicles: Game-Impacting, Single-Use

NAME	RARITY	ENERGY COST	DESCRIPTION
BANSHEES			
Banshee	Rare	6	Agile ground attack aircraft. Armed with rapid-fire plasma cannons and secondary fuel rod cannon. Can perform acrobatic rolls and loops or high-speed boosts.
Banshee Ultra	Ultra Rare	7	Only skilled Sangheili aces are entrusted with these rare and valuable aircraft, with means that each one is carefully husbanded for decisive strikes. Superior Banshee with heavy armor and significantly upgraded armament.
Sword Banshee	Rare	6	The Swords of Sanghelios have expended many of their old Banshees, though defections and captured supply depots mean their hangars are well stocked with Hesduros-pattern vehicles. Upgraded Banshee with thicker armor.
GHOSTS			
Ghost	Uncommon	3	Fast attack bike fitted with dual rapid-fire plasma cannons. Can boost for extra speed, at the expense of maneuverability.
Ghost Ultra	Rare	4	These next-generation Ghosts are sourced exclusively from the independent Sangheili colony of Whispering Trees and fitted with plasma cannons of unsurpassed lethality-to-weight ratios. Superior Ghost with heavy armor and significantly upgraded armament.
Sword Ghost	Uncommon	3	The Arbiter's contacts and influence give him the ability to acquire new Ghosts manufactured with the latest nanolaminate blends. Upgraded Ghost with thicker armor.
MANTISES			
Mantis	Ultra Rare	8	Combat walker armed with heavy machine gun and missile launcher. Missiles can lock on to aerial targets. Melee unleashes a devastating stomp attack. Extended use of the heavy machine gun will cause it to overheat.
Corp Mantis	Ultra Rare	8	Liang Dortmund occasionally loans their Mantis walkers to local security forces for riot duty and shows of force. Their ammunition is replaced with less-than-lethal alternatives ... most of the time. Rugged Mantis with extra armor.
ONI Mantis	Legendary	9	ONI Mantis units use multi-environment homing missiles and better heat sink shrouds for the heavy machine gun. Advanced Mantis with heavy armor and upgraded weapons.
Urban Mantis	Legendary	8	The UNSC Army and Marine Corps continue to upgrade their Mantis units while work continues on a new model with modular hardpoints. Improved Mantis with upgraded armor.
MONGOOSE/GUNGOOSE			
Mongoose	Common	1	Heavy-duty all-terrain quad bike. A passenger can be accommodated on the rear-facing seat.
Corp Mongoose	Common	1	Liang Dortmund's heavy-duty modification of the standard Mongoose. Rugged Mongoose with extra armor.
ONI Mongoose	Common	1	ONI ensures that even their simulated vehicles are top-of-the-line. Advanced Mongoose with heavy armor.
Urban Mongoose	Common	1	Rugged utility vehicle used by UNSC Army scouts and Air Force security patrols. Improved Mongoose with upgraded armor.
Gungoose	Common	3	Mongoose quad bike fitted with twin grenade launchers. A passenger can be accommodated on the rear-facing seat.
Corp Gungoose	Uncommon	3	Corporate security is authorized to respond to incursions with lethal force on colonies plagued by increasing Insurrection violence. Rugged Gungoose with extra armor.
ONI Gungoose	Rare	4	ONI fits the Gungoose's grenades with timed fuses that allow them to ricochet. Advanced Gungoose with heavy armor and upgraded grenade launchers.
Urban Gungoose	Rare	3	Armed Mongoose deployed by Army scouts and Spartan long-range recon teams. Improved Gungoose with upgraded armor.
PHAETONS			
Phaeton	Legendary	8	VTOL weapon-ship utilized by Prometheans. Armed with a rapid-fire energy cannon and secondary pulse missile launcher. Can perform short-range translocations as an evasive maneuver.
SCORPIONS			
Scorpion	Rare	6	Main battle tank armed with a heavy cannon and pintle-mounted heavy machine gun. This new iteration of the storied Scorpion is half the mass of the old M808 yet has nearly identical firepower and armor protection.
Urban Scorpion	Rare	6	Support package for the Scorpion now being rolled out to Army and Marine Corps units expected to deploy against Insurrection forces in urban areas. Improved Scorpion with upgraded armor.
ONI Scorpion	Legendary	7	ONI spares no expense with its "security" Scorpions, outfitting them with experimental ammunition using the latest energetic propellants. Advanced Scorpion with heavy armor and upgraded cannon.
Urban Scorpion	Ultra Rare	6	Support package for the Scorpion now being rolled out to Army and Marine Corps units expected to deploy against Insurrection forces in urban areas. Improved Scorpion with upgraded armor.
WARTHOGS			
Warthog	Common	2	Warthog armed reconnaissance configuration fitted with a rotary autocannon on a full-rotation turret mount.
Corp Warthog	Common	2	Piratical Kig-Yar raids and Insurrection rebels ensure that armed Warthogs have a legitimate usage in the former Outer Colonies. Rugged Warthog with extra armor.
ONI Warthog	Rare	3	ONI Warthogs are loaded with high-explosive dual-purpose (HEDP) rounds. Advanced Warthog with heavy armor and upgraded chaingun.
Urban Warthog	Uncommon	2	Harsh lessons in Promethean firepower have led to a program to increase the durability of new Warthogs deployed to combat zones. Improved Warthog with upgraded armor.
Gauss Warthog	Ultra Rare	7	Warthog anti-tank configuration fitted with a heavy Gauss cannon.
Corp Gauss Warthog	Ultra Rare	7	Officially, these are purchased to keep out large, aggressive animals. In reality they are typically deployed to keep out large, unruly crowds. Rugged Gauss Warthog with extra armor.
ONI Gauss Warthog	Legendary	8	ONI Gauss cannon impacts produce lingering area-of-effect damage. The mechanism remains highly classified. Advanced Gauss Warthog with heavy armor and upgraded Gauss cannon.
Urban Gauss Warthog	Legendary	7	Product-improved anti-tank Warthog with upgraded armor plating and redundant damage-bypass systems. Improved Gauss Warthog with upgraded armor.
Rocket Warthog	Ultra Rare	6	Warthog multi-role attack configuration with missile launcher pods.
Corp Rocket Warthog	Ultra Rare	6	A few credits in the right hands and even a missile platform can be ruled to have a legitimate use by corporate entities. Rugged Rocket Warthog with extra armor.
ONI Rocket Warthog	Legendary	7	ONI Rocket Warthogs use multi-role missiles that can lock on to both ground and air targets. Advanced Rocket Warthog with heavy armor and upgraded missile launcher pods.
Urban Rocket Warthog	Legendary	6	Rocket Warthogs are often the first and last line of defense against Covenant aircraft for UNSC ground forces. Improved Rocket Warthog with upgraded armor.
Scout Warthog	Common	1	Unarmed utility Warthog. Wheeled all-terrain vehicle used by every branch of UNSC service.
Corp Scout Warthog	Common	1	Demilitarized Warthogs are a common sight on the colonies. Rugged Warthog with extra armor.
ONI Scout Warthog	Common	1	ONIs Warthog fleet are only superficially similar to the standard military models. Advanced Scout Warthog with heavy armor.
Urban Scout Warthog	Common	1	Military Warthogs are sometimes disarmed due to parts shortages or desperate need for light transports. Improved Scout Warthog with upgraded armor.
WRAITHS			
Wraith	Uncommon	5	Assault tank armed with a heavy plasma mortar and pintle-mounted plasma cannon. Can boost for quick sprints. The latest Wraith revisits an ancient Sangheili design that is easier to manufacture and less costly to lose.
Wraith Ultra	Rare	6	Wraith Ultras are dedicated siege vehicles fitted with a new plasma mortar that can blanket large areas in superheated destruction with a single shot. Superior Wraith with heavy armor and significantly upgraded armament.
Sword Wraith	Uncommon	5	The Swords of Sanghelios care more for crew safety and maintenance protocols than the Covenant, which translates into higher utilization rates and healthier pilots. Upgraded Wraith with thicker armor.

REQ Cards

Visors: Cosmetic, Permanent

NAME	RARITY	DESCRIPTION
Abyss	Legendary	The galaxy is full of wonder and danger in equal measure. The Abyss VISR uses subtle augmented reality tricks to reduce the Spartan’s exposure to psychologically stressful visual stimuli, ensuring peak performance in even the most traumatic environments.
Armorer	Ultra Rare	A game changer for field operations, the Armorer VISR features its own augmented reality maintenance and diagnostic playbook that can walk Spartans through troubleshooting and basic repairs of most UNSC equipment.
Aureus	Ultra Rare	Containing dozens of useful functions for unaugmented users, the Aureus VISR is used by many new Spartans before they transition to more specialized HUDs.
Aurora	Ultra Rare	The designer of the Aurora VISR claimed it could see the unseen and visualize phenomena outside of human comprehension.
Autumn	Rare	The Autumn VISR is a flawless example of software engineering and ergonomics. Approaching rampancy has inflamed its designer’s auteur tendencies, resulting in a baroque design barely understandable even by other AIs.
Blindside	Common	Frowned upon by UNSC staff officers, the Blindside VISR sacrifices strategic situational awareness for improved performance in small-unit actions.
Buckingham	Rare	Unofficially tolerated, the Buckingham VISR is a privately developed data management suite sold only to active-duty UNSC personnel.
Burgundian	Rare	It is not yours to understand why. Nor are you authorized to understand the subtle complexities and allure of the Burgundian VISR and its manifest menu options.
Clockwork	Uncommon	The Clockwork VISR is a piece of technical art, appreciated as a masterwork of programming and engineering by the handful of AI and human experts who understand the complexity of Mjolnir HUD design.
Connected	Rare	Developed by the avionics maintenance team aboard the UNSC Infinity, the Connected VISR’s display elements can be replaced with only basic tools and minimal training.
Cyan	Common	Too expensive to be universally deployed, Cyan VISR hardware is protected against electromagnetic interference, shock, and corrosive atmospheres.
Dauntless	Ultra Rare	Sangheili sourced high-tier nanolaminates and scanning elements make the Dauntless sensor grid and faceplate outrageously expensive even by Watershed Division standards.
Daybreak	Legendary	The reflective coating on the Daybreak VISR is specifically designed to mitigate damage to sensitive optics in the case of viewing atmospheric nuclear detonations.
Dianthus	Rare	The Dianthus VISR kit was discovered by ONI operatives in the arms markets of Venezia. It’s unclear who is manufacturing these VISR sensor elements or how widespread they have become.
Dusk	Ultra Rare	The first Dusk VISR was created in the resource-strapped final days of the Covenant War. Among its design goals were engineering refinements that dramatically reduced the need for rare earths and other strategic metals.
Dynasty	Rare	The first VISR systems date back to the early 21st century, alternately bloating in complexity and paring down to bare-bones HUD management since then. The Dynasty HUD is an example of the former, with dozens of embedded quality-of-life apps.
Ecto	Uncommon	The pattern-matching subsystem of the Ecto VISR can be set to look for specific hyperspectral and multi-modal sensory traces, a useful function when tracking stealthy xenomorphs and transient electronic whispers.
Envy	Common	Envy VISRs were developed by extreme sports enthusiasts on Mars. Though proven in environments far harsher than UNSC specifications required, it took years to overcome anti-military sentiment in the boutique development house that made them.
Expedition	Ultra Rare	Built and run through the harshest testing regime offered by the UNSC, the Expedition VISR can occasionally remain intact even if the rest of the helmet is destroyed around it.
False Dawn	Rare	Initial research and development for the False Dawn VISR promised an entirely new approach for heads-up displays. Unfortunately, it will require years of work on neural interfaces to make full use of the technology.
Flood	Rare	As the name implies, the Flood VISR is built specifically for Spartan assessment and containment teams deployed to Forerunner sites that may house samples of the all-devouring parasite.
Foucault	Common	The Foucault VISR represents a major policy shift in the UEG towards allowing smaller corporations to compete in the paramilitary, military, and security markets.
Frost	Common	With its integral climate module and multi-layer insulation, the Frost VISR assembly can function in extreme temperatures and exotic cryogenic atmospheres.
Gallows	Uncommon	Made for special forward observation teams operating in quarantine zones, failsafe charges in the Gallows VISR will destroy the helmet (and everything in it) in case of compromise.
Greystone	Ultra Rare	The Greystone VISR’s unsettling advertising campaign featured Spartans standing on lifeless rocks at the edge of long-dead stars, staring into the void.
Independence	Rare	The Independence VISR was created by a team of UNSC maintenance personnel as a personal project. After the code was leaked to the net it has become the unofficial base for several independent HUDs.
King	Uncommon	The first King VISR was an enigmatic artifact produced as a one-off by a bored Huragok. Subsequent attempts to copy the design have been met with varying levels of failure.
Legendary	Legendary	The Beta-5 Asymmetrical Action Group has adopted the Legendary VISR for their Spartan units, albeit with custom plugins developed by ONI’s internal teams.
Matrix	Rare	Created for field technicians tasked with on-site cyberintrusion, the Matrix VISR has a custom-built interface for managing networked AI’s and friendly kill systems.
Midnight	Uncommon	Materials Group uses Midnight VISR’s as the basis for their next-generation battlespace management software, but proper use requires significant technical expertise.
Mithral	Legendary	Mithral VISR systems have been a staple of exploration teams that delve deep under the surface of resource-rich worlds.
Muse	Rare	Powered by the latest in polymorphic software agents, the Muse VISR may represent a breakthrough in semi-autonomous nonsapient assistants for Spartans.
Primeval	Rare	The Primeval VISR is a throwback design created after data archaeology efforts recovered novel branches of the first Mjolnir VISR codebase in burned-out Damascus Materials Testing Facility computer cores.
Rampant	Legendary	With its proprietary set of software extensions, Beweglichkeitsrüstungsysteme hopes to position the Rampant VISR as the de facto standard for integrating with Forerunner sensor systems.
Recruit	Common	Visual Intelligence System, Reconnaissance (VISR) software manages the Spartan’s disparate sensor feeds, battlenet links, and suit diagnostic messages.
Reflection	Rare	The Reflection VISR was created for pioneers delving into the welkin realms of slipspace, tapping into experimental sensors and probes to translate strange vibrations and trace energy patterns into some semblance of order.
Regnum	Rare	Feature creep, ruinous cost overruns, and accusations of corruption notwithstanding, the Regnum VISR features the best threat management subsystem on the market.
Remembrance	Ultra Rare	The protective outer coating of the Remembrance VISR is coated with materials recycled from glassed colonies.
Resolute	Ultra Rare	Open-source records indicate the Resolute VISR is customized for integration with the Artemis threat analysis and tracking hardware.
Rex	Legendary	The Rex VISR proved exceptionally capable of identifying optical aberrations associated with Jiralhanae active camouflage systems. Prototypes were used by UNSC Marine units to track down Brute holdouts on Earth and Tribute.
Rime	Ultra Rare	Rime VISR HUDs are fully compatible with all UNSC radar, ladar, and sonar imaging sensors.
Saturnine	Ultra Rare	The Saturnine VISR hardware is fully compatible with Sangheili combat harness power and data feeds, leading some to believe it’s intended for export.
Scoundrel	Legendary	The Scoundrel VISR was created for use by ONI field operatives but has since made its way to the criminal underworld and into Insurrection hands.
Secrets	Ultra Rare	ONI Section Zeros used their experience with managing complicated intelligence data networks to inform the Secrets VISR design and functionality. Unfortunately, there is little doubt that secret back doors were placed in the code.
Strife	Legendary	When monomaniacal focus on a limited set of targets is needed, the Strife VISR can be fitted to augment existing predictive tracking capabilities.
Sunspot	Uncommon	The Sunspot VISR system utilizes a dedicated deconfliction agent that effectively curates the deluge of information competing for the Spartan’s attention.
Tenebrae	Ultra Rare	Tenebrae VISR systems are intended to be used in conjunction with imaging radar, ladar, and other systems that allow tactical operations to be conducted in the complete absence of visible light.
Torchbearer	Rare	Torchbearer VISRs are tailored for use by UNSC Army pathfinders.
Unbreakable	Rare	Built from the latest composites and reverse-engineered Covenant technology, the Unbreakable VISR can survive even when the surrounding helmet is torn asunder.
Vandal	Common	Even when Spartans lose, the Vandal VISR ensures they do it with style and panache.
Verdant	Uncommon	Verdant VISR has been updated to comply with the latest industrial cyberlink standards, as well as expanded support for legacy interfaces.
Vespertine	Ultra Rare	Leaked development documents for the Vespertine VISR’s next firmware upgrade show superior augmented reality performance and interactivity.
Wild Hunt	Rare	Proven on the mean streets of Earth’s megaplexes, the Wild Hunt VISR has a custom optical recognition application used for decoding gang signs and other underworld symbology.

REQ Cards

Weapon Skins: Cosmetic, Permanent

NAME	RARITY	DESCRIPTION
ASSAULT RIFLES		
343 Industries	Legendary (Mythic)	There are those who said this day would never come. What are they to say now?
Bracer	Legendary	Though frowned on, troops in the field often adopt their own distinctive stylistic trappings.
Fade	Uncommon	Spring inevitably turns to fall.
HCS Contender	Ultra Rare	Winners don't do rumbledrugs.
Lagrange	Rare	Death seeps out from cold stars. Be prepared.
Ruptive	Rare	Approved by the UNSC Ordnance Commission in 2557.
Spiral	Ultra Rare	The golden ratio rules all.
Steel	Rare	What is victory without resolve?
Vengeance	Ultra Rare	Thus I refute thee.
BATTLE RIFLES		
Bloodthirst	Rare	Peace through superior firepower.
Bracer	Legendary	Though frowned on, troops in the field often adopt their own distinctive stylistic trappings.
Fade	Uncommon	Spring inevitably turns to fall.
HCS Contender	Ultra Rare	Winners don't do rumbledrugs.
Ruptive	Ultra Rare	Approved by the UNSC Ordnance Commission in 2557.
Spiral	Rare	The golden ratio rules all.
DMRS		
Bracer	Legendary	Though frowned on, troops in the field often adopt their own distinctive stylistic trappings.
Clash	Legendary	When the moment of decision comes, strike.
Fade	Uncommon	Spring inevitably turns to fall.
Ruptive	Ultra Rare	Approved by the UNSC Ordnance Commission in 2557.
Spiral	Rare	The golden ratio rules all.
MAGNUMS		
343 Industries	Legendary (Mythic)	Were it so easy.
Bracer	Legendary	Though frowned on, troops in the field often adopt their own distinctive stylistic trappings.
Fade	Uncommon	Spring inevitably turns to fall.
HCS Contender	Rare	To the victor go the spoils.
Ruptive	Ultra Rare	Approved by the UNSC Ordnance Commission in 2557.
Spiral	Rare	The golden ratio rules all.
SMGS		
Bracer	Legendary	Though frowned on, troops in the field often adopt their own distinctive stylistic trappings.
Fade	Uncommon	Spring inevitably turns to fall.
Potence	Legendary	Power flows where will directs.
Ruptive	Ultra Rare	Approved by the UNSC Ordnance Commission in 2557.
Spiral	Rare	The golden ratio rules all.

Ranks and Rewards

Spartan Ranks

RANK	START XP	REWARD
Spartan Rank 1	–	–
Spartan Rank 2	300	SR 2 Pack, containing BR and Elementary Emblem
Spartan Rank 3	3,600	SR 3 Pack, containing SAW certification and Knot Emblem
Spartan Rank 4	6,600	SR 4 Pack, containing Links Emblem
Spartan Rank 5	10,700	SR 5 Pack, containing SMG and Builder Emblem
Spartan Rank 6	13,700	Rank Up Pack
Spartan Rank 7	17,500	Rank Up Pack
Spartan Rank 8	22,500	Rank Up Pack
Spartan Rank 9	28,500	Rank Up Pack
Spartan Rank 10	37,000	SR 10 Pack, containing Principle Emblem
Spartan Rank 11	41,000	Rank Up Pack
Spartan Rank 12	47,000	Rank Up Pack
Spartan Rank 13	54,500	Rank Up Pack
Spartan Rank 14	63,500	Rank Up Pack
Spartan Rank 15	74,500	SR 15 Pack, containing Killer Bee Emblem
Spartan Rank 16	87,000	Rank Up Pack
Spartan Rank 17	101,500	Rank Up Pack
Spartan Rank 18	118,000	Rank Up Pack
Spartan Rank 19	137,000	Rank Up Pack
Spartan Rank 20	160,000	SR 20 Pack, containing Stealth Emblem
Spartan Rank 21	167,000	Rank Up Pack, Rank Up Pack Improved
Spartan Rank 22	176,000	Rank Up Pack
Spartan Rank 23	187,500	Rank Up Pack
Spartan Rank 24	201,000	Rank Up Pack
Spartan Rank 25	217,000	SR 25 Pack, containing Patch Emblem
Spartan Rank 26	236,000	Rank Up Pack
Spartan Rank 27	258,000	Rank Up Pack
Spartan Rank 28	282,500	Rank Up Pack
Spartan Rank 29	310,000	Rank Up Pack
Spartan Rank 30	340,000	SR 30 Pack, containing Avian Emblem
Spartan Rank 31	349,500	Rank Up Pack
Spartan Rank 32	361,500	Rank Up Pack
Spartan Rank 33	376,500	Rank Up Pack
Spartan Rank 34	394,000	Rank Up Pack
Spartan Rank 35	414,500	SR 35 Pack, containing Celestial Emblem
Spartan Rank 36	438,000	Rank Up Pack
Spartan Rank 37	464,000	Rank Up Pack
Spartan Rank 38	493,000	Rank Up Pack
Spartan Rank 39	525,500	Rank Up Pack
Spartan Rank 40	562,000	SR 40 Pack, containing ODST Emblem
Spartan Rank 41	574,000	Rank Up Pack, Rank Up Pack Improved
Spartan Rank 42	589,000	Rank Up Pack
Spartan Rank 43	607,500	Rank Up Pack
Spartan Rank 44	629,000	Rank Up Pack
Spartan Rank 45	654,000	Rank Up Pack
Spartan Rank 46	682,000	Rank Up Pack
Spartan Rank 47	713,500	Rank Up Pack
Spartan Rank 48	748,500	Rank Up Pack
Spartan Rank 49	786,500	Rank Up Pack
Spartan Rank 50	828,000	SR 50 Pack, containing Navy Emblem
Spartan Rank 51	873,000	Rank Up Pack
Spartan Rank 52	922,000	Rank Up Pack
Spartan Rank 53	975,500	Rank Up Pack
Spartan Rank 54	1,035,000	Rank Up Pack
Spartan Rank 55	1,100,000	Rank Up Pack
Spartan Rank 56	1,115,000	Rank Up Pack
Spartan Rank 57	1,135,000	Rank Up Pack
Spartan Rank 58	1,155,000	Rank Up Pack
Spartan Rank 59	1,180,000	Rank Up Pack
Spartan Rank 60	1,210,000	SR 60 Pack, containing Army Emblem
Spartan Rank 61	1,245,000	Rank Up Pack
Spartan Rank 62	1,280,000	Rank Up Pack
Spartan Rank 63	1,320,000	Rank Up Pack
Spartan Rank 64	1,365,000	Rank Up Pack
Spartan Rank 65	1,415,000	Rank Up Pack
Spartan Rank 66	1,465,000	Rank Up Pack
Spartan Rank 67	1,520,000	Rank Up Pack
Spartan Rank 68	1,580,000	Rank Up Pack
Spartan Rank 69	1,645,000	Rank Up Pack
Spartan Rank 70	1,720,000	SR 70 Pack, containing ONI Emblem
Spartan Rank 71	1,735,000	Rank Up Pack
Spartan Rank 72	1,755,000	Rank Up Pack
Spartan Rank 73	1,780,000	Rank Up Pack
Spartan Rank 74	1,810,000	Rank Up Pack
Spartan Rank 75	1,845,000	Rank Up Pack
Spartan Rank 76	1,885,000	Rank Up Pack
Spartan Rank 77	1,930,000	Rank Up Pack
Spartan Rank 78	1,975,000	Rank Up Pack
Spartan Rank 79	2,025,000	Rank Up Pack
Spartan Rank 80	2,080,000	SR 80 Pack, containing Fireteam Osiris Emblem
Spartan Rank 81	2,140,000	Rank Up Pack
Spartan Rank 82	2,205,000	Rank Up Pack
Spartan Rank 83	2,275,000	Rank Up Pack
Spartan Rank 84	2,355,000	Rank Up Pack
Spartan Rank 85	2,440,000	Rank Up Pack
Spartan Rank 86	2,465,000	Rank Up Pack
Spartan Rank 87	2,490,000	Rank Up Pack
Spartan Rank 88	2,520,000	Rank Up Pack
Spartan Rank 89	2,555,000	Rank Up Pack
Spartan Rank 90	2,595,000	SR 90 Pack, containing Blue Team Emblem
Spartan Rank 91	2,640,000	Rank Up Pack
Spartan Rank 92	2,690,000	Rank Up Pack
Spartan Rank 93	2,745,000	Rank Up Pack
Spartan Rank 94	2,805,000	Rank Up Pack
Spartan Rank 95	2,870,000	Rank Up Pack
Spartan Rank 96	2,940,000	Rank Up Pack
Spartan Rank 97	3,015,000	Rank Up Pack
Spartan Rank 98	3,095,000	Rank Up Pack
Spartan Rank 99	3,180,000	Rank Up Pack
Spartan Rank 100	3,270,000	SR 100 Pack, containing Ratio Emblem
Spartan Rank 101	3,300,000	Rank Up Pack, Rank Up Pack Improved
Spartan Rank 102	3,335,000	Rank Up Pack
Spartan Rank 103	3,375,000	Rank Up Pack
Spartan Rank 104	3,420,000	Rank Up Pack
Spartan Rank 105	3,470,000	Rank Up Pack
Spartan Rank 106	3,530,000	Rank Up Pack
Spartan Rank 107	3,595,000	Rank Up Pack
Spartan Rank 108	3,665,000	Rank Up Pack
Spartan Rank 109	3,740,000	Rank Up Pack
Spartan Rank 110	3,820,000	Rank Up Pack
Spartan Rank 111	3,905,000	Rank Up Pack
Spartan Rank 112	3,995,000	Rank Up Pack
Spartan Rank 113	4,090,000	Rank Up Pack
Spartan Rank 114	4,200,000	Rank Up Pack
Spartan Rank 115	4,320,000	SR 115 Pack, containing Signal Emblem
Spartan Rank 116	4,355,000	Rank Up Pack
Spartan Rank 117	4,395,000	Rank Up Pack
Spartan Rank 118	4,440,000	Rank Up Pack
Spartan Rank 119	4,495,000	Rank Up Pack
Spartan Rank 120	4,555,000	Rank Up Pack
Spartan Rank 121	4,620,000	Rank Up Pack
Spartan Rank 122	4,690,000	Rank Up Pack
Spartan Rank 123	4,765,000	Rank Up Pack
Spartan Rank 124	4,845,000	Rank Up Pack
Spartan Rank 125	4,935,000	Rank Up Pack
Spartan Rank 126	5,025,000	Rank Up Pack
Spartan Rank 127	5,120,000	Rank Up Pack
Spartan Rank 128	5,220,000	Rank Up Pack
Spartan Rank 129	5,330,000	Rank Up Pack
Spartan Rank 130	5,475,000	SR 130 Pack, containing Noise Emblem
Spartan Rank 131	5,520,000	Rank Up Pack
Spartan Rank 132	5,575,000	Rank Up Pack
Spartan Rank 133	5,640,000	Rank Up Pack
Spartan Rank 134	5,710,000	Rank Up Pack
Spartan Rank 135	5,790,000	Rank Up Pack
Spartan Rank 136	5,880,000	Rank Up Pack
Spartan Rank 137	5,980,000	Rank Up Pack
Spartan Rank 138	6,085,000	Rank Up Pack
Spartan Rank 139	6,200,000	Rank Up Pack
Spartan Rank 140	6,325,000	Rank Up Pack
Spartan Rank 141	6,460,000	Rank Up Pack
Spartan Rank 142	6,615,000	Rank Up Pack
Spartan Rank 143	6,800,000	Rank Up Pack
Spartan Rank 144	7,050,000	Rank Up Pack
Spartan Rank 145	7,750,000	SR 145 Pack, containing Kindred Emblem
Spartan Rank 146	9,000,000	SR 146 Pack, containing Cognate Emblem
Spartan Rank 147	11,050,000	SR 147 Pack, containing Slumber Emblem
Spartan Rank 148	14,000,000	SR 148 Pack, containing Awake Emblem
Spartan Rank 149	18,000,000	SR 149 Pack, containing Sentient Emblem
Spartan Rank 150	24,000,000	SR 150 Pack, containing Warden Emblem
Spartan Rank 151	35,000,000	SR 151 Pack, containing Guardian Emblem
Spartan Rank 152	50,000,000	SR 152 Pack, containing Mantle Emblem

Ranks and Rewards

Medals

NAME	CRITERIA
GENERAL	
Airborne Snapshot	Kill an enemy with a snapshot while airborne.
Airsassination	Kill an opponent via midair assassination.
Alley-Oop	Pick up a weapon that was blasted to you by another player.
Assassination	Kill an opponent via assassination.
Beat Down	Kill an opponent with a Beat Down.
Big Game Hunter	Kill three enemies that are holding power weapons.
Big Gun Runner	Pick up three power weapons.
Bodyguard	Get a spree of three Protector medals.
Brawler	Melee an opponent who is shooting you.
Buckle Up	Kill the driver of a moving enemy vehicle by using a Sniper Rifle.
Bulltrue	Kill a player who is lunging with the sword.
Busted	Kill an enemy trying to hijack or skyjack a vehicle.
BXR	Melee an opponent and kill them with one shot from a BR.
Cliffhanger	Kill an enemy while they are clambering.
Close Call	Kill with low health and then survive.
Cluster Luck	Get two kills with one grenade.
Combat Evolved	Pick up a weapon that you blasted to yourself.
Deadshot	Get a kill with the last bullet in your clip.
Distraction	Distract an enemy player who is then killed.
Double Kill	Kill two opponents within 4.5 seconds of one another.
EMP Assist	Assist in a kill by erasing an enemy player's shields with a charged Plasma Pistol shot.
Extermination	Wipe out an enemy team (requires overkill).
Fastball	Kill an enemy with the impact of a grenade.
First Strike	Earn the first kill of the match.
Flyin' High	Achieve a massive Mongoose or Warthog jump with a passenger.
From the Grave	Kill an opponent after you die.
Ground Pound	Kill an opponent with a Ground Pound.
Guardian Angel	Save a teammate's life from long range.
Gunpunch	Kill an enemy with two Battle Rifle shots and a melee.
Hail Mary	Kill an opponent with a long grenade throw.
Hard Target	Recharge your shields 10 times without dying.
Hat Trick	Get three sniper headshot kills without dying.
Headshot	Kill an opponent with a headshot.
Hijack	Board a land-based vehicle by forcibly removing the enemy in it.
Inconceivable	Kill 35 players without dying.
Invincible	Kill 30 players without dying.
Killamanjaro	Kill seven opponents within 4.5 seconds of one another.
Killing Frenzy	Kill 10 players without dying.
Killing Spree	Kill five players without dying.
Killionaire	Kill 10 opponents within 4.5 seconds of one another.
Killpocalypse	Kill nine opponents within 4.5 seconds of one another.
Killtacular	Kill five opponents within 4.5 seconds of one another.
Killtastrophe	Kill eight opponents within 4.5 seconds of one another.
Killtrocity	Kill six opponents within 4.5 seconds of one another.
Longshot	Get a kill from long range with a precision weapon.
Melee Kill	Kill an opponent with melee.
Nadeshot	Kill an enemy with a single headshot after damaging them with a grenade.
Noob Combo	Fully charged plasma pistol followed by a single headshot to kill.
Overkill	Kill four opponents within 4.5 seconds of one another.
Perfect Kill	Kill an opponent with the Battle Rifle in four shots without missing.
Perfect Kill	Unique perfect medal for the Carbine.
Perfect Kill	Unique perfect medal for the DMR.
Perfect Kill	Unique perfect medal for LightRifle.
Perfect Kill	Unique perfect medal for Magnum.
Pound Town Assist	Assist in a kill by dealing Ground Pound damage that is killed by another player's Ground Pound.
Protector	Save a teammate by killing his attacker.
Quickdraw	Kill an enemy with a single headshot with the pistol after damaging them with your primary weapon.
Rampage	Kill 20 players without dying.
Retribution	Assassinate the opponent who killed you last.
Reversal	Win a 1v1 encounter after starting behind.
Road Trip	Splatter an enemy with a full Warthog.
Rocket Mary	Kill an enemy with a long-range rocket.
Running Riot	Kill 15 players without dying.
Sayonara	Earn credit for a kill where an enemy falls to their death.
Shoulder Bash	Kill an opponent with a Shoulder Bash.
Showstopper	Stop an assassination by killing opponent.
Skyjack	Board an air-based vehicle by forcibly removing the enemy in it.
Snapshot	Kill an enemy with an unscoped sniper shot.
Snipeltaneous	Kill two or more enemies with one sniper shot.
Sniper Headshot	Kill an enemy with a sniper headshot.
Snipunch	Kill an enemy with one Sniper Rifle shot and a melee.
Splatter	Kill an enemy by running them over with a vehicle.
Spray and Pray	Kill an enemy from long range with an automatic weapon.
Starkiller	Kill a player that is Ground Pounding.
Stuck	Stick an opponent with a Plasma Grenade.
Team Takedown	Get a kill with the help of three teammates.
Team Takedown Assist	Get a kill with the help of three teammates.
Triple Double	Get double digit kills,assists, and headshots in a game.
Triple Kill	Kill three opponents within 4.5 seconds of one another.
Unfriggenbelievable	Kill 40 players without dying.
Untouchable	Kill 25 players without dying.
Wheelman	Drive a vehicle where your passenger gets a kill.
Wingman	Get a spree of any five assist types.
SLAYER	
Clutch Kill	Player gains the lead with a kill in the final seconds or kills in Sudden Death.
Game Saver	Save a teammate from dying the 50th death (similar to Guardian or Protector).
Perfection	Win a Slayer game without dying and with at least 15 kills.
Power Player	Get 10 kills with power weapons.
Top Gun	Be the first player to 10 kills.
CAPTURE THE FLAG	
Carrier Kill	Kill an enemy carrying your flag. Canceled by all other flag carrier kills.
Carrier Protector	Protect your flag carrier from death.
Flag Capture Assist	Carry the flag before a teammate captures it.
Flag Captured	Capture the flag.
Flag Champion	Player has captured three flags.
Flag Defense	Kill an enemy near your flag. Canceled by all other flag carrier kills.
Flag Joust	Kill an enemy with a melee while carrying the flag. Canceled by all other flag carrier kills.
Flag Kill	Flag carrier kills an opponent.
Flag Returner	Player or team returns flag.
Flag Runner	Player has captured two flags.
Flagsassination	Kill an opponent via assassination while carrying the flag.
Stealth Capture	Capture the flag without being spotted.
Stopped Short	Kill a flag carrier who is near their flag stand.
STRONGHOLDS	
Base Defense	Kill an enemy in a controlled stronghold.
Capture Spree	Capture three Bases without dying.
Lockdown	Erase an enemy team's capture progress three times before dying.
Stronghold Capture Assist	Help capture a stronghold before it is captured.
Stronghold Captured	Capture any stronghold.
Stronghold Secured	Erase an enemy team's capture progress from a controlled stronghold.
Total Control	Control all strongholds on the map.
BREAKOUT	
Blind Side	Player assassinates last opponent alive.
Buzzer Beater	Score a kill in the last 10 seconds of a round.
Duelist (Vanquisher)	Player earns final kill, was down 1v1 at one point during round.
Extinction	Eliminate every opponent on the enemy team in a round.
Fast Break	Score a kill in the first 10 seconds of a round.
Immortal	Survive every round of Breakout.
Perfecta	Player earns final kill, was down 2v1 at one point during round.
Superfecta	Player earns final kill, was down 4v1 at one point during round.
Trifecta	Player earns final kill, was down 3v1 at one point during round.
Triple Threat	Score a kill with a gun, a melee, and a grenade in a single round.
WARZONE: GENERAL	
Assist	Assist a player in achieving a kill.
Beam Kill	Kill an opponent by using a Beam Rifle.
Binary Kill	Kill an opponent by using a Binary Rifle.
Caster Kill	Kill an opponent by using a Plasma Caster.
Grenade Kill	Kill an opponent by using a grenade.
Hydra Kill	Kill an enemy by using a Hydra Launcher.
Incineration Kill	Kill an opponent by using an Incineration Cannon.
Kill	Generic kill.
Railgun Kill	Kill an opponent by using a Railgun.
Rocket Kill	Kill an opponent by using a Rocket Launcher.
SAW Kill	Kill an opponent by using a SAW.
Scattershot Kill	Kill an opponent by using a Scattershot.
Shotgun Kill	Kill an enemy by using a Shotgun.
Sniper Kill	Kill an opponent by using a Sniper Rifle.
Splaser Kill	Kill an opponent by using a Spartan Laser.
Supercombine	Kill an opponent by using a Needler.
Sword Kill	Kill an opponent by using an Energy Sword.
WARZONE: NPC KILLS AND ASSISTS	
Crawler Kill	Kill a Crawler
Elite Assist	Assist a player in killing an Elite.
Elite Kill	Kill an Elite.
Grunt Kill	Kill a Grunt.
Hunter Assist	Assist a player in killing a Hunter.
Hunter Kill	Kill a Hunter.
Jackal Kill	Kill a Jackal.
Knight Assist	Assist a player in killing a Knight.
Knight Kill	Kill a Knight.
Marine Assist	Assist a player in killing a Marine.
Marine Kill	Kill a Marine.
Soldier Assist	Assist a player in killing a Soldier.
Soldier Kill	Kill a Soldier.
Warden Assist	Assist a player in killing the Warden.
Warden Kill	Kill a Warden.
Watcher Kill	Kill a Watcher.
WARZONE: OBJECTIVES	
Base Capture	Capture a Base.
Base Defense	Kill an enemy in a controlled Base.
Core Defense	Kill an enemy near your Core.
Boss Takedown	Participate in a Boss takedown.
Legendary Takedown	Participate in a Legendary Boss takedown.
WARZONE: VEHICLE COMBAT	
Banshee Assist	Assist a player in destroying an enemy Banshee.
Banshee Destroyed	Destroy an enemy Banshee.
Ghost Assist	Assist a player in destroying an enemy Ghost.
Ghost Destroyed	Destroy an enemy Ghost.
Mantis Assist	Assist a player in destroying an enemy Mantis.
Mantis Destroyed	Destroy an enemy Mantis.
Mongoose Assist	Assist a player in destroying an enemy Mongoose.
Mongoose Destroyed	Destroy an enemy Mongoose.
Phaeton Assist	Assist a player in destroying an enemy Phaeton.
Phaeton Destroyed	Destroy an enemy Phaeton.
Scorpion Assist	Assist a player in destroying an enemy Scorpion.
Scorpion Destroyed	Destroy an enemy Scorpion.
Warthog Assist	Assist a player in destroying an enemy Warthog.
Warthog Destroyed	Destroy an enemy Warthog.
Wraith Assist	Assist a player in destroying an enemy Wraith.
Wraith Destroyed	Destroy an enemy Wraith.

APPENDIX

Ranks and Rewards

Commendations

There are over 100 commendations rewarding XP, REQ packs, and exclusive emblems. Most commendations have five levels, each offering different rewards. Each level requires you to complete the commendation's criteria a set number of times—see the Ticks Req. column in the following tables. For example, to achieve level 1 of the Assassin commendation you must perform five assassinations. Subsequent levels require more ticks, but offer more substantial rewards.

AGAINST ALL ODDS

- Criteria: Win a round of any Breakout gametype while outnumbered in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Against All Odds Pack	Warlord Emblem

AGGRESSIVE EXPANSION

- Criteria: Take over 3 bases without dying in any Stronghold gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Aggressive Expansion Pack	Frontier Emblem
–	–	–	–	–

AND STAY OFF

- Criteria: Kill an enemy Spartan that is clambering

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	And Stay Off Pack	Anchorite Emblem

ARENA MASTERY

- Criteria: Master all Arena commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	5,000	Arena Mastery Pack	Magnum Opus Emblem

ASSASSIN

- Criteria: Assassinate enemy Spartans

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Assassin Pack	Assassin Emblem

ASSISTANT

- Criteria: Earn any Assist medal in Warzone

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	25	100	–	–
Level 2	50	200	–	–
Level 3	75	300	Commendation Reward Pack	–
Level 4	125	500	–	–
Level 5	250	1000	Assistant Pack	Options Emblem

BANSHEE DESTROYER

- Criteria: Destroy enemy occupied Banshees

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Banshee Destroyer Pack	Angels' Mark Emblem

BANSHEE GUNNER

- Criteria: Kill enemy Spartans with a Banshee

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Banshee Gunner Pack	Loading Emblem

BEAM RIFLE

- Criteria: Kill an enemy Spartan with the Beam Rifle

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Beam Rifle Pack	Listener Emblem

BIG GAME HUNTER

- Criteria: Kill an ultra boss or assist on the kill of an ultra boss in Warzone

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Big Game Hunter Pack	Great Hunt Emblem

BINARY RIFLE

- Criteria: Kill an enemy Spartan with the Binary Rifle

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Binary Rifle Pack	Arrow on Target Emblem

BOLTSHOT

- Criteria: Kill an enemy Spartan with the Boltshot

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Boltshot Pack	Bolt Emblem

BREAKOUT MASTERY

- Criteria: Master all Breakout commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	Breakout Mastery Pack	Pyramid Emblem

BREAKOUT VICTORY

- Criteria: Win a match in any Breakout gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Breakout Victory Pack	Spartan League Emblem

BULLDOZER

- Criteria: Finish with KDA over 8 in any Slayer gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Bulldozer Pack	Spartan Seal Emblem

BULLET IN THE BRAIN

- Criteria: Kill an enemy Spartan with a headshot

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Bullet in the Brain Pack	Headshot Emblem

CARBINE

- Criteria: Kill an enemy Spartan with the Carbine

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Carbine Pack	Pinwheel Emblem

CARRIER TAKEDOWN

- Criteria: Kill an enemy flag carrier in any Capture the Flag gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Carrier Takedown Pack	Prime Emblem

CLOSE QUARTERS

- Criteria: Earn any CQC medal

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Close Quarters Pack	Watershed Division Emblem

COMBAT OPPORTUNIST

- Criteria: Earn any combat skill medal

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Combat Opportunist Pack	Bullfrue Emblem

CONQUEROR

- Criteria: Capture a base

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Conqueror Pack	Orbit Emblem

COVENANT DESTROYER

- Criteria: Master all Covenant kill commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	Covenant Destroyer Pack	Covenant Signet Emblem

COVENANT POWER WEAPON MASTER

- Criteria: Master all Covenant power weapons

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	Covenant Power Weapon Mastery Pack	Unworthy Emblem

CRAWLER SLAYER

- Criteria: Kill Crawlers

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Crawler Slayer Pack	Matrix Emblem

DEFENDER OF THE FLAG

- Criteria: Protect your team's flag in any Capture the Flag gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Defender of the Flag Pack	Noble Emblem

ELITE SLAYER

- Criteria: Kill Elites

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Elite Slayer Pack	Maw Emblem

ENERGY SWORD

- Criteria: Kill an enemy Spartan with an Energy Sword

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Energy Sword Pack	Salient Sword Emblem

FLAG MASTERY

- Criteria: Master all Capture the Flag commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,500	Flag Mastery Pack	Platform Emblem

FLAG VICTORY

- Criteria: Win a match in any Capture the Flag gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Flag Victory Pack	Antelope Emblem

FORERUNNER DESTROYER

- Criteria: Master all Forerunner kill commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	Forerunner Destroyer Pack	Forerunner Signet Emblem

FORERUNNER POWER WEAPON MASTERY

- Criteria: Master all Forerunner power weapons

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	Forerunner Power Weapon Mastery Pack	Isosceles Emblem

FRAG GRENADE

- Criteria: Kill an enemy Spartan with the Frag Grenade

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Frag Grenade Pack	Naded Emblem

FUEL ROD CANNON

- Criteria: Kill an enemy Spartan with the Fuel Rod Cannon

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Fuel Rod Cannon Pack	Radioactive Emblem

GAUSSHOG GUNNER

- Criteria: Kill enemy Spartans with a Gausshog

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Gausshog Gunner Pack	Equilateral Emblem

GERONIMO

- Criteria: Kill an enemy Spartan with Ground Pound

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Geronimo Pack	Pound Town Emblem

GHOST DESTROYER

- Criteria: Destroy enemy occupied Ghosts

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Ghost Destroyer Pack	Pirate Emblem

GHOST GUNNER

- Criteria: Kill enemy Spartans with a Ghost

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Ghost Gunner Pack	Wasp Emblem

GRENADE MASTERY

- Criteria: Master all grenade commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	Grenade Mastery Pack	Grenadier Emblem

GRUNT SLAYER

- Criteria: Kill Grunts

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Grunt Slayer Pack	Teeth Emblem

HEAD IN THE GAME

- Criteria: Defend a team base in any Stronghold gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Head in the Game Pack	Campfire Emblem

HUNTER

- Criteria: Kill a boss or assist on the kill of a boss in Warzone

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Hunter Pack	Predator Emblem

HUNTER SLAYER

- Criteria: Kill Hunters

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	2	100	–	–
Level 2	4	200	–	–
Level 3	6	300	Commendation Reward Pack	–
Level 4	10	500	–	–
Level 5	20	1,000	Hunter Slayer Pack	Hunter Prey Emblem

HYDRA LAUNCHER

- Criteria: Kill an enemy Spartan with the Hydra Launcher

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Hydra Launcher Pack	Enlisted Emblem

INCINERATION CANNON

- Criteria: Kill an enemy Spartan with the Incineration Cannon

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Incineration Cannon Pack	Incinerate Emblem

JACKAL SLAYER

- Criteria: Kill Jackals

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Jackal Slayer Pack	Finnleum Crimson Emblem

JUGGERNAUT

- Criteria: Kill an enemy Spartan with a Spartan Charge

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Juggernaut Pack	Rhino Emblem

KNIGHT SLAYER

- Criteria: Kill Knights

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	2	100	–	–
Level 2	4	200	–	–
Level 3	6	300	Commendation Reward Pack	–
Level 4	10	500	–	–
Level 5	20	1,000	Knight Slayer Pack	Jewel Emblem

LIGHTRIFLE

- Criteria: Kill an enemy Spartan with the LightRifle

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Light Rifle Pack	Nexus Emblem

LOADOUT ASSAULT RIFLE

- Criteria: Kill an enemy Spartan with the Assault Rifle

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Loadout Assault Rifle Pack	AR Start Emblem

LOADOUT BATTLE RIFLE

- Criteria: Kill an enemy Spartan with the Battle Rifle

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Loadout Battle Rifle Pack	Panda BR Emblem

LOADOUT DMR

- Criteria: Kill an enemy Spartan with the DMR

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Loadout DMR Pack	Tag It Emblem

LOADOUT SMG

- Criteria: Kill an enemy Spartan with the SMG

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Loadout SMG Pack	Flip Mode Emblem

LOADOUT WEAPON MASTERY

- Criteria: Complete all loadout weapon commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	Loadout Weapon Mastery Pack	Confine Emblem

MAGNUM

- Criteria: Kill an enemy Spartan with the Magnum

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Magnum Pack	Implied Emblem

MANTIS DESTROYER

- Criteria: Destroy enemy occupied Mantises

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	100	–	–
Level 2	3	200	–	–
Level 3	5	300	Commendation Reward Pack	–
Level 4	7	500	–	–
Level 5	10	1,000	Mantis Destroyer Pack	Mantis Emblem

MANTIS GUNNER

- Criteria: Kill enemy Spartans with a Mantis

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Mantis Gunner Pack	Unicorn Emblem

MARINE REPLICANT SLAYER

- Criteria: Kill Enemy Marines

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	20	100	–	–
Level 2	40	200	–	–
Level 3	60	300	Commendation Reward Pack	–
Level 4	100	500	–	–
Level 5	200	1,000	Marine Replicant Slayer Pack	Marauder Emblem

MINE!

- Criteria: Return your team's flag in any Capture the Flag gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Mine! Pack	Loupe Emblem

MONGOOSE DESTROYER

- Criteria: Destroy enemy occupied Mongooses

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Mongoose Destroyer Pack	Screw Emblem

MULTIKILL

- Criteria: Quickly kill multiple enemy Spartans

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Multikill Pack	Three Eyes Emblem

NEEDLER

- Criteria: Kill an enemy Spartan with the Needler

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Needler Pack	Scarab Emblem

PHAETON GUNSHIP DESTROYER

- Criteria: Destroy enemy occupied Phaeton Gunships

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	100	–	–
Level 2	3	200	–	–
Level 3	5	300	Commendation Reward Pack	–
Level 4	7	500	–	–
Level 5	10	1,000	Phaeton Gunship Destroyer Pack	Pioneer Emblem

PHAETON GUNSHIP GUNNER

- Criteria: Kill enemy Spartans with a Phaeton Gunship

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Phaeton Gunship Gunner Pack	Meteor Emblem

PLASMA CASTER

- Criteria: Kill an enemy Spartan with the Plasma Caster

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Plasma Caster Pack	Volatile Emblem

PLASMA GRENADE

- Criteria: Kill an enemy Spartan with the Plasma Grenade

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	2	100	–	–
Level 2	4	200	–	–
Level 3	6	300	Commendation Reward Pack	–
Level 4	10	500	–	–
Level 5	20	1,000	Plasma Grenade Pack	Prancer Emblem

PROTECTOR

- Criteria: Protect a teammate

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Protector Pack	Triarch Emblem

RAILGUN

- Criteria: Kill an enemy Spartan with the Railgun

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Railgun Pack	Fireborn Emblem

ROCKET LAUNCHER

- Criteria: Kill an enemy Spartan with the Rocket Launcher

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Rocket Launcher Pack	Mushroom Emblem

ROCKETHOG GUNNER

- Criteria: Kill enemy Spartans with a Rockethog

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Rockethog Gunner Pack	Nucleus Emblem

SAW

- Criteria: Kill an enemy Spartan with the SAW

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	SAW Pack	Miser Emblem

SCATTERHSOT

- Criteria: Kill an enemy Spartan with the Scattershot

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Scattershot Pack	Invex KKT Emblem

SCORPION DESTROYER

- Criteria: Destroy enemy occupied Scorpions

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	100	–	–
Level 2	3	200	–	–
Level 3	5	300	Commendation Reward Pack	–
Level 4	7	500	–	–
Level 5	10	1,000	Scorpion Destroyer Pack	Corbulo Academy of Military Science Emblem

SCORPION GUNNER

- Criteria: Kill enemy Spartans with a Scorpion

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Scorpion Gunner Pack	Scorpion Emblem

SHOTGUN

- Criteria: Kill an enemy Spartan with the Shotgun

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Shotgun Pack	Falcon Emblem

SLAYER MASTERY

- Criteria: Master all Slayer commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	Slayer Mastery Pack	Iris Emblem

SLAYER VICTORY

- Criteria: Be on the winning team of a Slayer match

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Slayer Victory Pack	UNSC Emblem

SMASH

- Criteria: Kill an enemy Spartan with melee

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Smash Pack	Triad Emblem

SNIPER RIFLE

- Criteria: Kill an enemy Spartan with the Sniper Rifle

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Sniper Rifle Pack	Confirmation Emblem

SOLDIER SLAYER

- Criteria: Kill Soldiers

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Soldier Slayer Pack	Reclaimer Emblem

SPARTAN LASER

- Criteria: Kill an enemy Spartan with the Spartan Laser

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Spartan Laser Pack	Traitor Emblem

SPARTAN SLAYER

- Criteria: Take out enemy Spartans

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	300	Spartan Slayer Pack	Flaming Skull Emblem
Level 2	40	200	–	–
Level 3	60	300	Commendation Reward Pack	–
Level 4	100	500	–	–
Level 5	200	1,000	Commendation Reward Pack	–

SPARTAN SPREE

- Criteria: Kill multiple enemy Spartans without dying

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Spartan Spree Pack	Pivot Emblem

SPLATTER

- Criteria: Splatter an enemy Spartan with a vehicle

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Splatter Pack	Crash Emblem

SPLINTER GRENADE

- Criteria: Kill an enemy Spartan with the Splinter Grenade

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	2	100	–	–
Level 2	4	200	–	–
Level 3	6	300	Commendation Reward Pack	–
Level 4	10	500	–	–
Level 5	20	1,000	Splinter Grenade Pack	Splinter Emblem

STORM RIFLE

- Criteria: Kill an enemy Spartan with the Storm Rifle

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Storm Rifle Pack	Axiom Emblem

STORM THE WALLS

- Criteria: Take over any base in any Stronghold gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Storm the Walls Pack	Imperial Emblem

STRONGHOLD MASTERY

- Criteria: Master all Stronghold commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,500	Stronghold Mastery Pack	Summit Emblem

STRONGHOLD VICTORY

- Criteria: Win a match in any Stronghold gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Stronghold Victory Pack	Eco Emblem

SUPPRESSOR

- Criteria: Master all Stronghold commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Suppressor Pack	All Square Emblem

UNSC POWER WEAPON MASTERY

- Criteria: Master all UNSC power weapons

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,000	UNSC Power Weapon Mastery Pack	Spartan-IV Emblem

UNSTOPPABLE

- Criteria: Survive a full match of Breakout

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Unstoppable Pack	Winged Emblem

VEHICLE MASTERY

- Criteria: Master all vehicle commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	5,000	Vehicle Mastery Pack	Great Wheel Emblem

WARDEN SLAYER

- Criteria: Kill Wardens

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	100	–	–
Level 2	3	200	–	–
Level 3	5	300	Commendation Reward Pack	–
Level 4	7	500	–	–
Level 5	10	1,000	Warden Slayer Pack	Hand of the Didact Emblem

WARGOOSE GUNNER

- Criteria: Destroy enemy Spartans with a Wargoose

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Wargoose Gunner Pack	Hastati Emblem

WARTHOG DESTROYER

- Criteria: Destroy enemy occupied Warthogs

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Warthog Destroyer Pack	Cubicle Emblem

WARTHOG GUNNER

- Criteria: Kill enemy Spartans with a Warthog

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Warthog Gunner Pack	Mark of the Hog Emblem

WARZONE MASTERY

- Criteria: Complete All Warzone Commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	2,500	Warzone Mastery Pack	War's Quintet Emblem

WATCHER SLAYER

- Criteria: Kill Watchers

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Watcher Slayer Pack	Network Emblem

WEAPON MASTERY

- Criteria: Master all weapon commendations

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	1	5,000	Weapon Mastery Pack	Chief's Crest Emblem

WHEELMAN

- Criteria: Earn Vehicle Skill medals

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Wheelman Pack	Revolve Emblem

WHITES OF THEIR EYES

- Criteria: Kill a full health Enemy Spartan with a precision weapon without missing any shots

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	10	100	–	–
Level 2	20	200	–	–
Level 3	30	300	Commendation Reward Pack	–
Level 4	50	500	–	–
Level 5	100	1,000	Whites of Their Eyes Pack	Eye of the Beast Emblem

WONDERFUL TOYS

- Criteria: Pick up three or more weapons or powers during a single match in any Slayer gametype in matchmaking

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Wonderful Toys Pack	Hannibal Weapon Systems Emblem

WRAITH DESTROYER

- Criteria: Destroy enemy occupied Wraiths

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	3	100	–	–
Level 2	6	200	–	–
Level 3	9	300	Commendation Reward Pack	–
Level 4	15	500	–	–
Level 5	30	1,000	Wraith Destroyer Pack	Cascade Stronghold Technologies Emblem

WRAITH GUNNER

- Criteria: Kill enemy Spartans with a Wraith

Requirements And Rewards

LEVEL	TICKS REQ.	XP AWARDED	PACK AWARDED	EMBLEM IN PACK
Level 1	5	100	–	–
Level 2	10	200	–	–
Level 3	15	300	Commendation Reward Pack	–
Level 4	25	500	–	–
Level 5	50	1,000	Wraith Gunner Pack	Waves Emblem

PRIMA GAMES

HALO 5 GUARDIANS

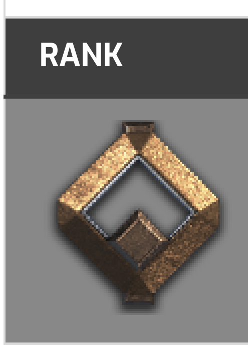
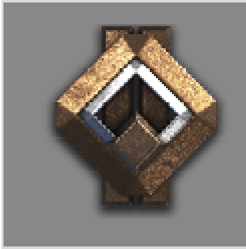
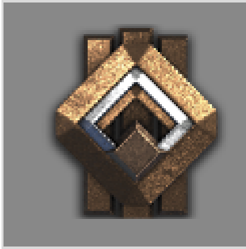
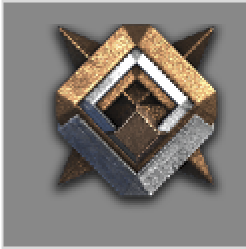
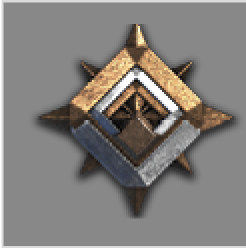
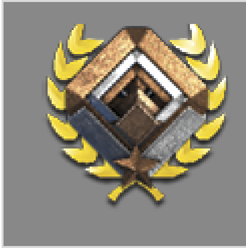
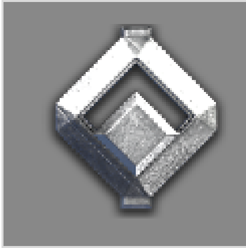
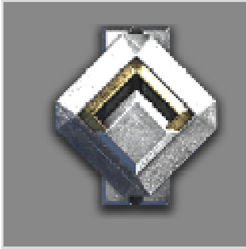
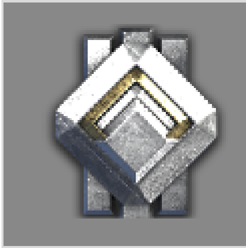
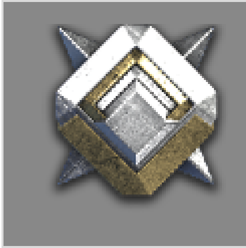
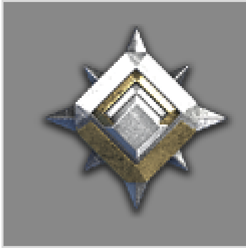
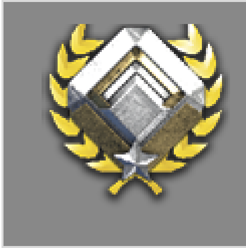
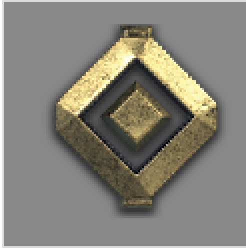
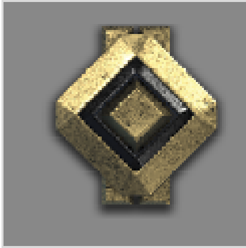
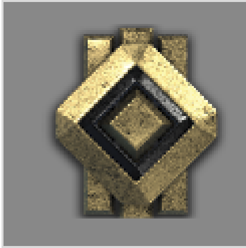
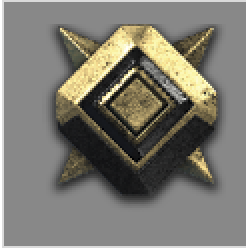
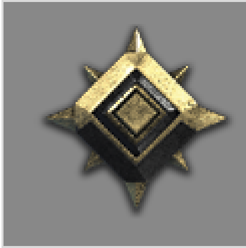
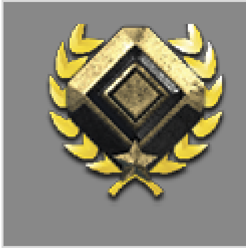
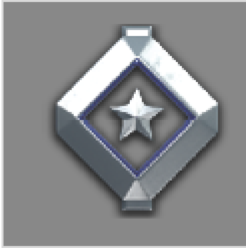
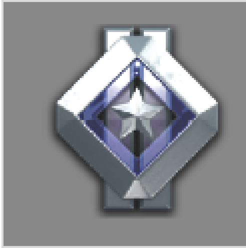
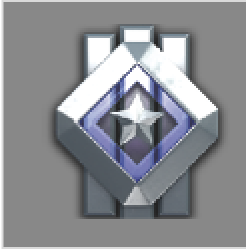
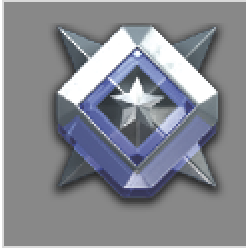
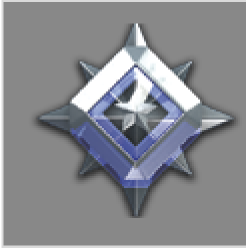
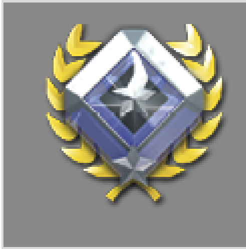
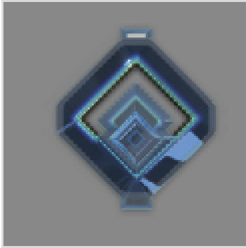
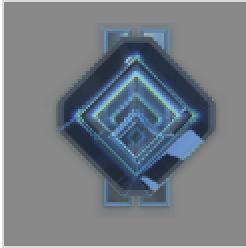
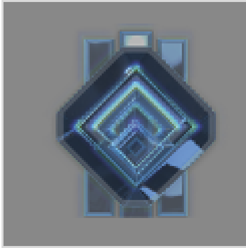
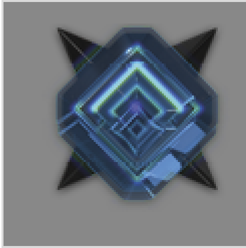
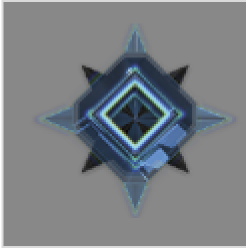
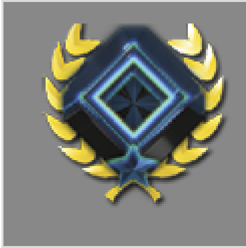
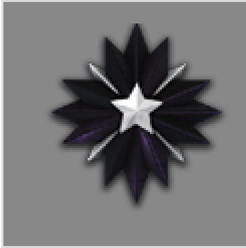
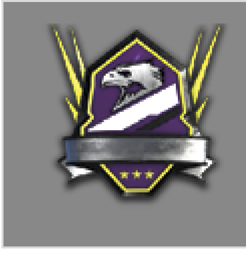
APPENDIX

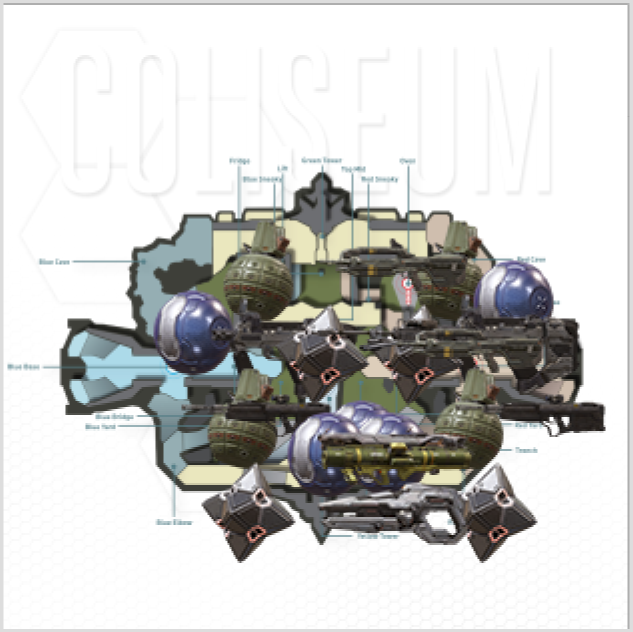
Ranks and Rewards

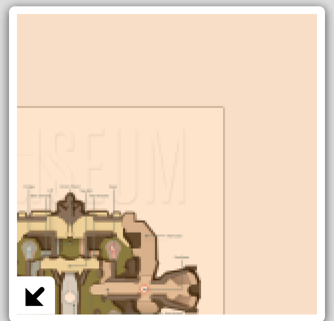
CSR Tiers

COMPETITIVE SKILL RANK (CSR)

During Arena Hoppers you must play ten games in a playlist to earn a Competitive Skill Rank. There are a total of seven ranks you can earn in each playlist: Bronze, Silver, Gold, Platinum, Diamond, Onyx, and Champion. The first five ranks consist of six tiers—work your way through each tier to earn the next rank. You can move-up tiers by winning—losing results in moving down tiers. However, you can never drop beneath your current rank. For example, if you're at the first tier of the Silver rank, you'll never drop back down to Bronze. If you reach the Onyx or Champion ranks, your raw skill value is exposed, starting at 1,500. This number fluctuates as you win and lose. If you're one of the top 200 players in the world on a particular playlist, you'll earn the rank of Champion.

RANK	NAME
	BRONZE: TIER 1
	BRONZE: TIER 2
	BRONZE: TIER 3
	BRONZE: TIER 4
	BRONZE: TIER 5
	BRONZE: TIER 6
	SILVER: TIER 1
	SILVER: TIER 2
	SILVER: TIER 3
	SILVER: TIER 4
	SILVER: TIER 5
	SILVER: TIER 6
	GOLD: TIER 1
	GOLD: TIER 2
	GOLD: TIER 3
	GOLD: TIER 4
	GOLD: TIER 5
	GOLD: TIER 6
	PLATINUM: TIER 1
	PLATINUM: TIER 2
	PLATINUM: TIER 3
	PLATINUM: TIER 4
	PLATINUM: TIER 5
	PLATINUM: TIER 6
	DIAMOND: TIER 1
	DIAMOND: TIER 2
	DIAMOND: TIER 3
	DIAMOND: TIER 4
	DIAMOND: TIER 5
	DIAMOND: TIER 6
	ONYX
	CHAMPION


COLISEUM
Fridge
Lift
Blue Sneaky
Green Tower
Top Mid
Red Sneaky
Oven
Blue Cave
Red Cave
Blue Base
Blue Bridge
Blue Yard
Red Yard
Trench
Blue Elbow



Show All | Hide All

Grenades

- Frag Grenade
- Plasma Grenade
- Splinter Grenade

Loadout Weapons

- Battle Rifle
- DMR
- SMG

Power Weapons

- Rocket Launcher
- Scattershot
- Sniper Rifle
- Suppressor

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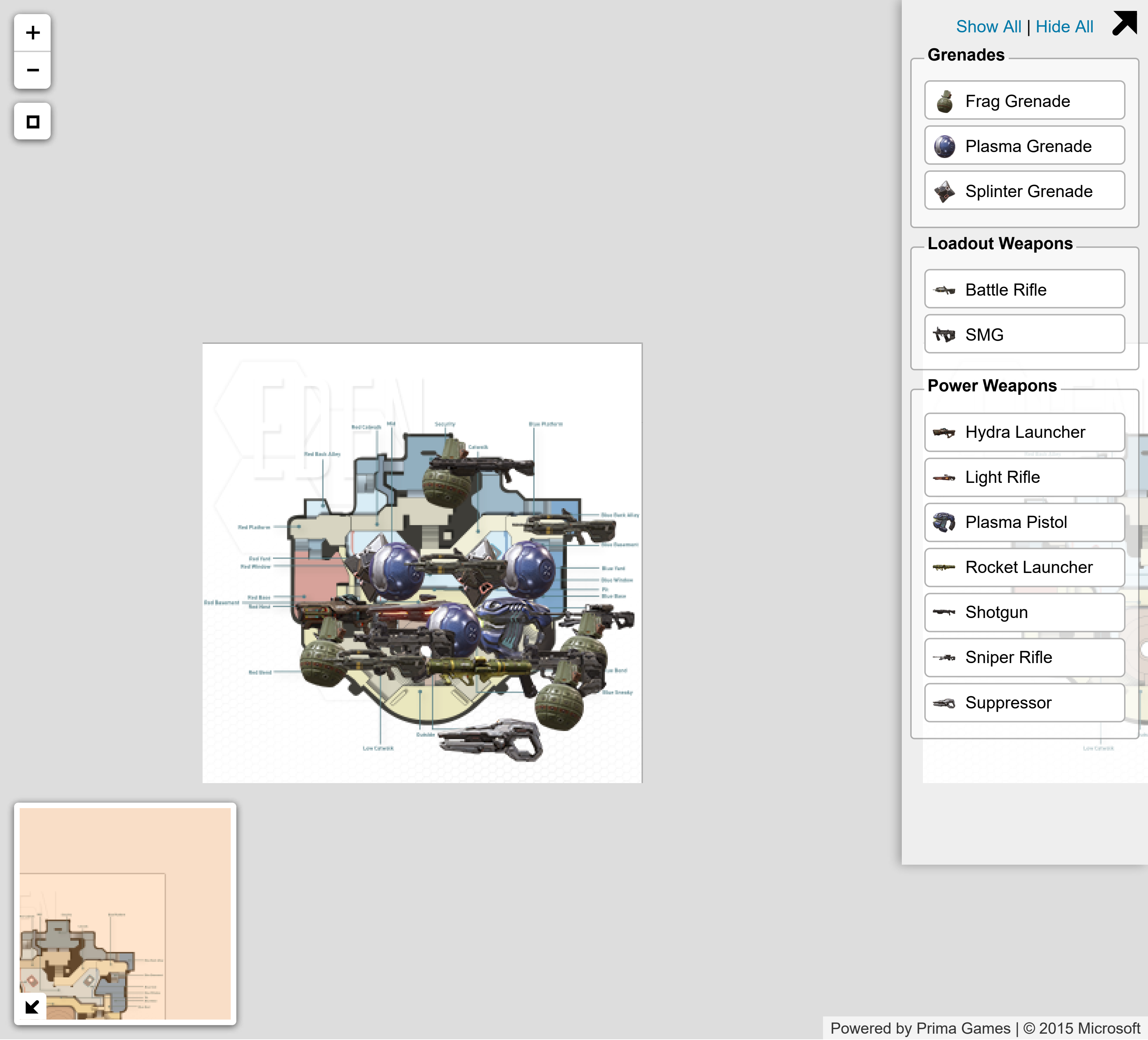
+
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Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Splinter Grenade
Loadout Weapons
Battle Rifle
SMG
Power Weapons
Hydra Launcher
Light Rifle
Plasma Pistol
Rocket Launcher
Shotgun
Sniper Rifle
Suppressor
EDEN
Red Catwalk
Mid
Security
Blue Platform
Red Back Alley
Catwalk
Red Platform
Blue Back Alley
Blue Basement
Red Yard
Red Window
Blue Yard
Blue Window
Pit
Blue Base
Red Base
Red Basement
Red Nest
Red Bend
Blue Bend
Blue Sneaky
Outside
Low Catwalk

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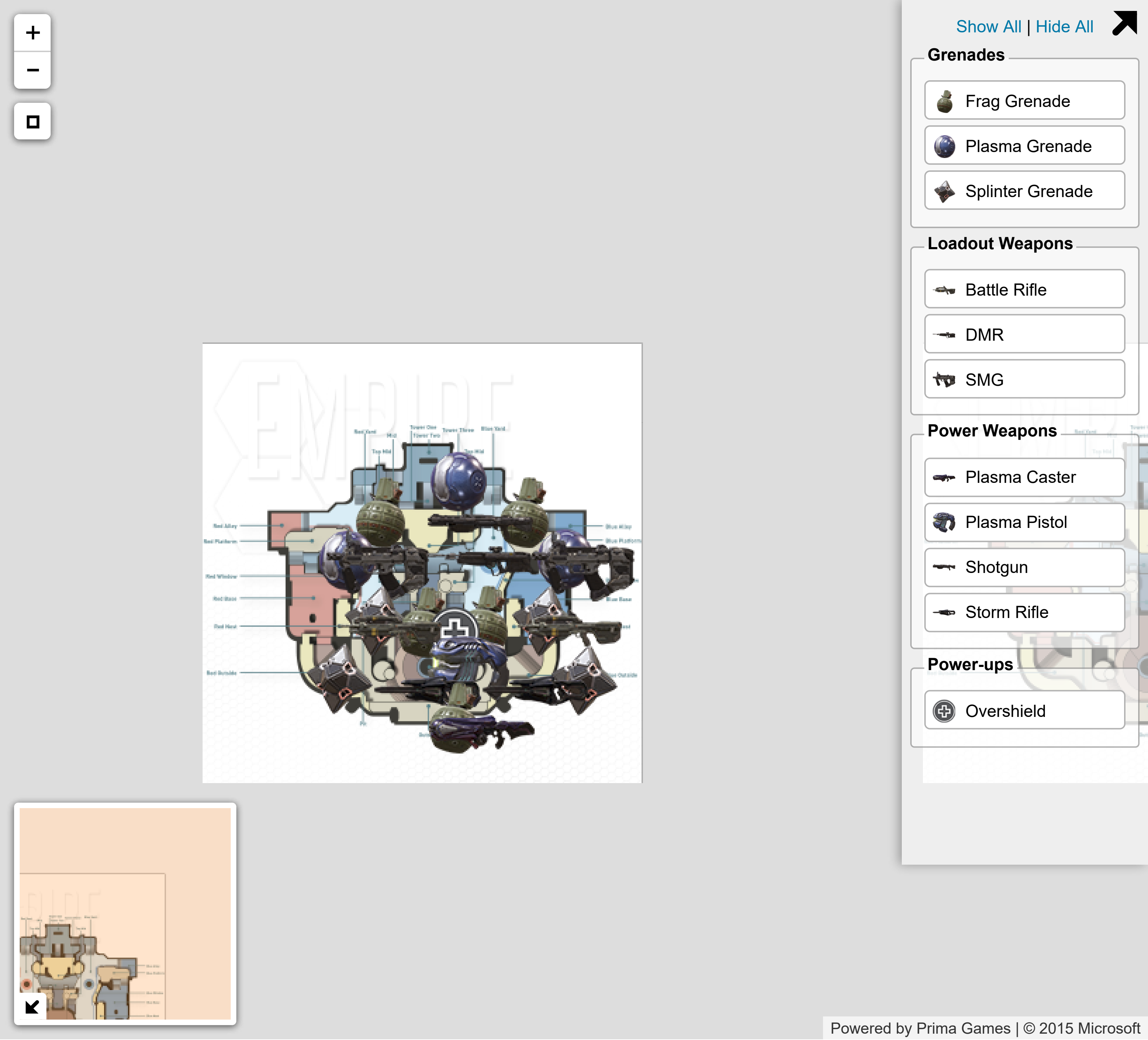
+
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EMPIRE
Red Yard
Mid
Tower One
Tower Two
Tower Three
Blue Yard
Top Mid
Red Alley
Red Platform
Red Window
Red Base
Red Outside
Blue Alley
Blue Platform
Blue Base

Show All | Hide All

Grenades

- Frag Grenade
- Plasma Grenade
- Splinter Grenade

Loadout Weapons

- Battle Rifle
- DMR
- SMG

Power Weapons

- Plasma Caster
- Plasma Pistol
- Shotgun
- Storm Rifle

Power-ups

- Overshield

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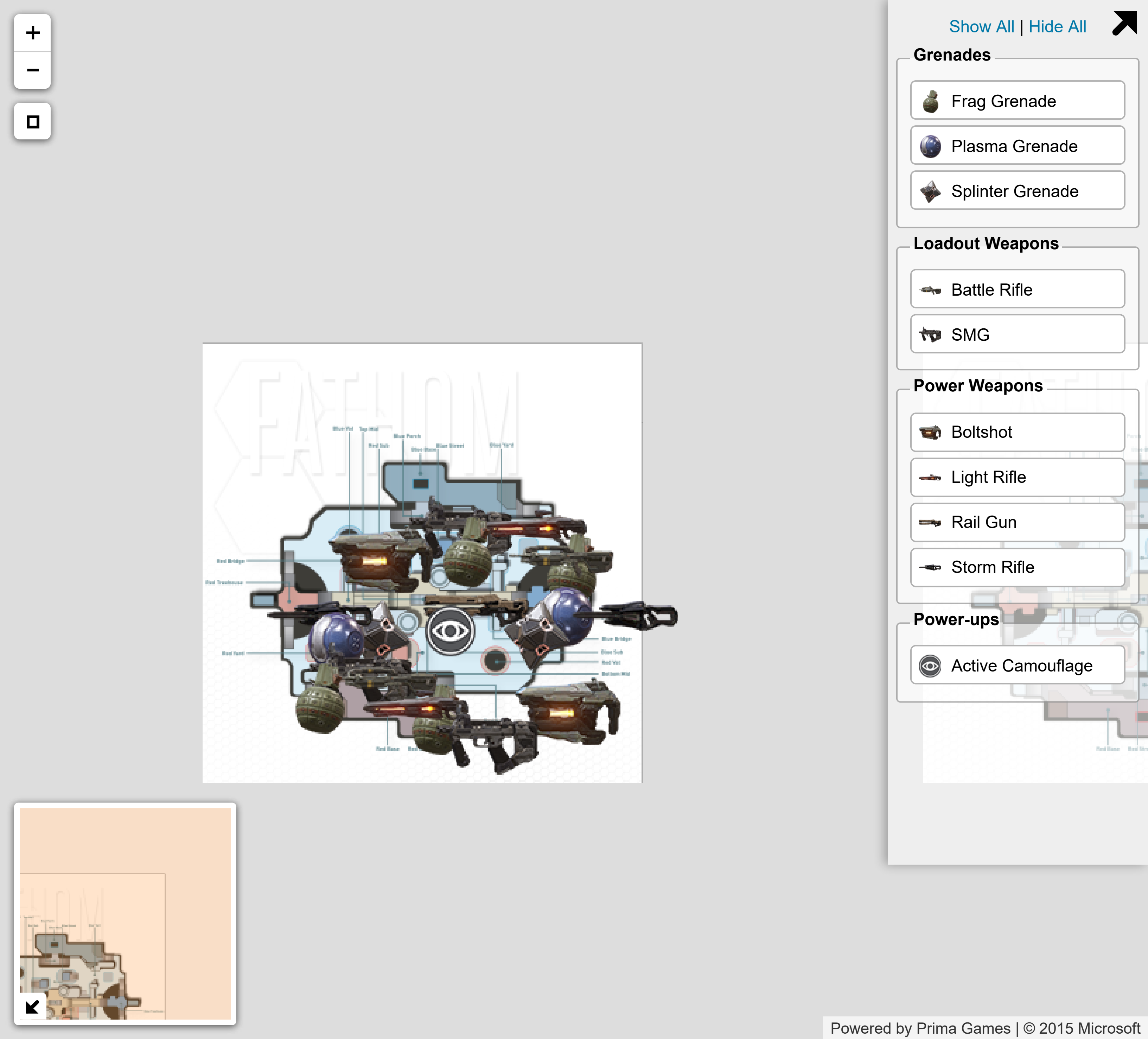
+
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Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Splinter Grenade
Loadout Weapons
Battle Rifle
SMG
Power Weapons
Boltshot
Light Rifle
Rail Gun
Storm Rifle
Power-ups
Active Camouflage
FATHOM
Blue Vid
Top Mid
Red Sub
Blue Porch
Blue Base
Blue Street
Blue Yard
Red Bridge
Red Treehouse
Red Yard
Blue Bridge
Blue Sub
Red Vid
Bottom Mid
Red Base

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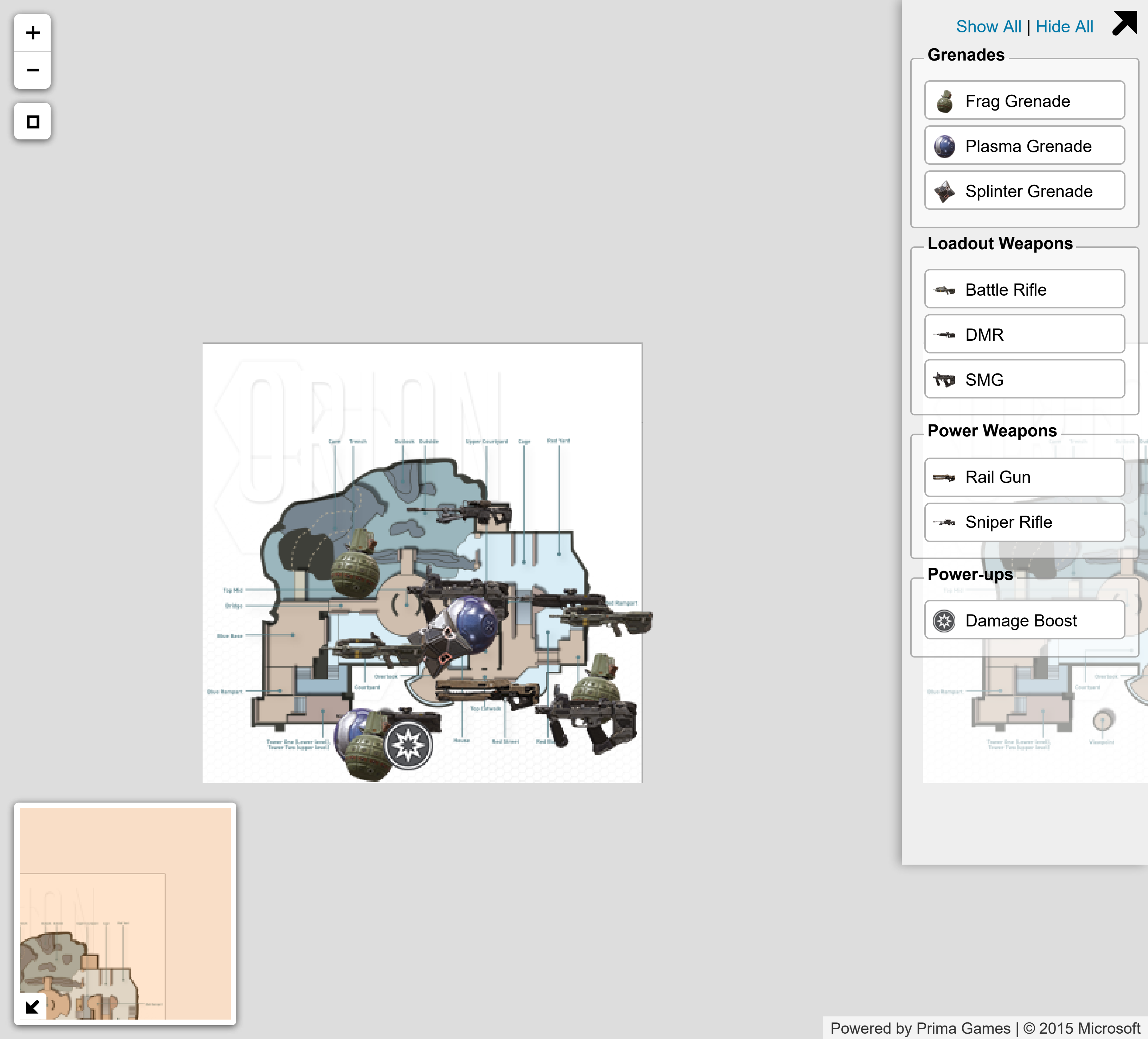
+
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Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Splinter Grenade
Loadout Weapons
Battle Rifle
DMR
SMG
Power Weapons
Rail Gun
Sniper Rifle
Power-ups
Damage Boost
ORION
Cave
Trench
Outlook
Outside
Upper Courtyard
Cage
Red Yard
Top Mid
Bridge
Blue Base
Blue Rampart
Tower One (Lower level),
Tower Two (upper level)
Courtyard
Overlook
Top Catwalk
House
Red Street
Red Ba
d Rampart

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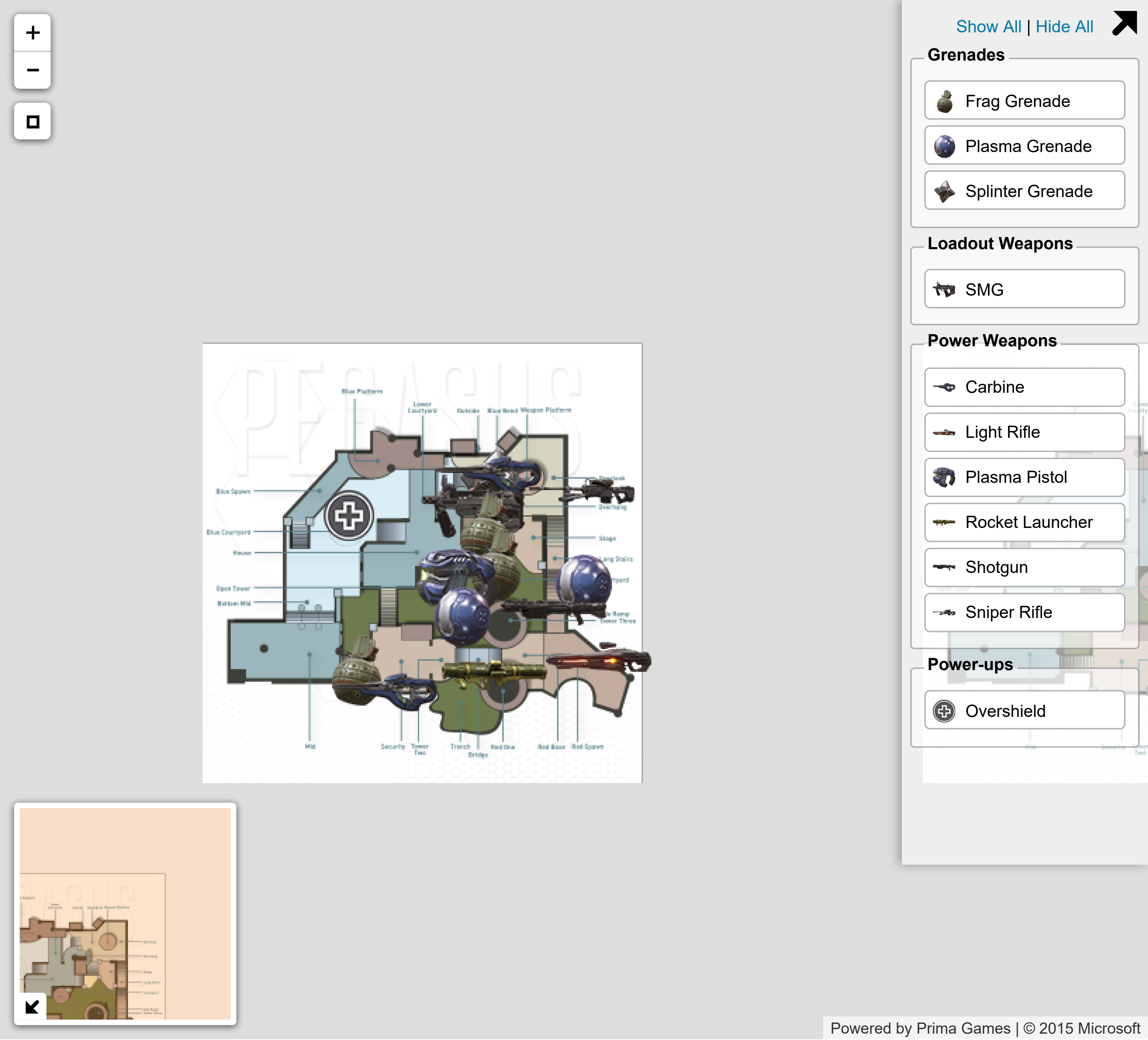
Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Splinter Grenade
Loadout Weapons
SMG
Power Weapons
Carbine
Light Rifle
Plasma Pistol
Rocket Launcher
Shotgun
Sniper Rifle
Power-ups
Overshield
PEGASUS
Blue Platform
Lower Courtyard
Outside
Blue Bead
Weapon Platform
Overlook
Overhang
Blue Spawn
Blue Courtyard
House
Stage
Long Stairs
rtyard
Open Tower
Bottom Mid
le Ramp
Tower Three
Mid
Security
Tower Two
Trench
Bridge
Red One
Red Base
Red Spawn

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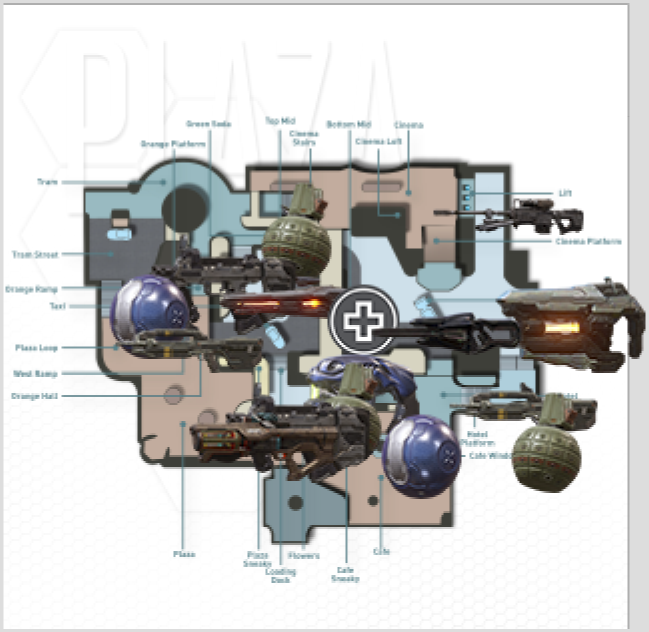

Green Soda
Top Mid
Bottom Mid
Cinema
Orange Platform
Cinema Stairs
Cinema Loft
Tram
Lift
Tram Street
Cinema Platform
Orange Ramp
Taxi
Plaza Loop
West Ramp
Orange Hall
Hotel Platform
Cafe Window
Plaza
Plaza Sneaky
Loading Dock
Flowers
Cafe Sneaky
Cafe

Show All | Hide All

Grenades

- Frag Grenade
- Plasma Grenade

Loadout Weapons

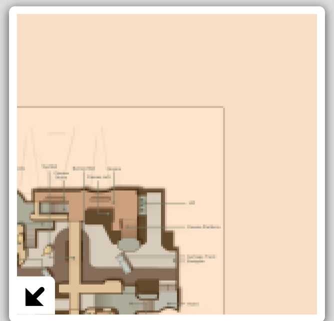
- Battle Rifle
- SMG

Power Weapons

- Boltshot
- Hydra Launcher
- Light Rifle
- Plasma Pistol
- Sniper Rifle
- Storm Rifle

Power-ups

- Overshield



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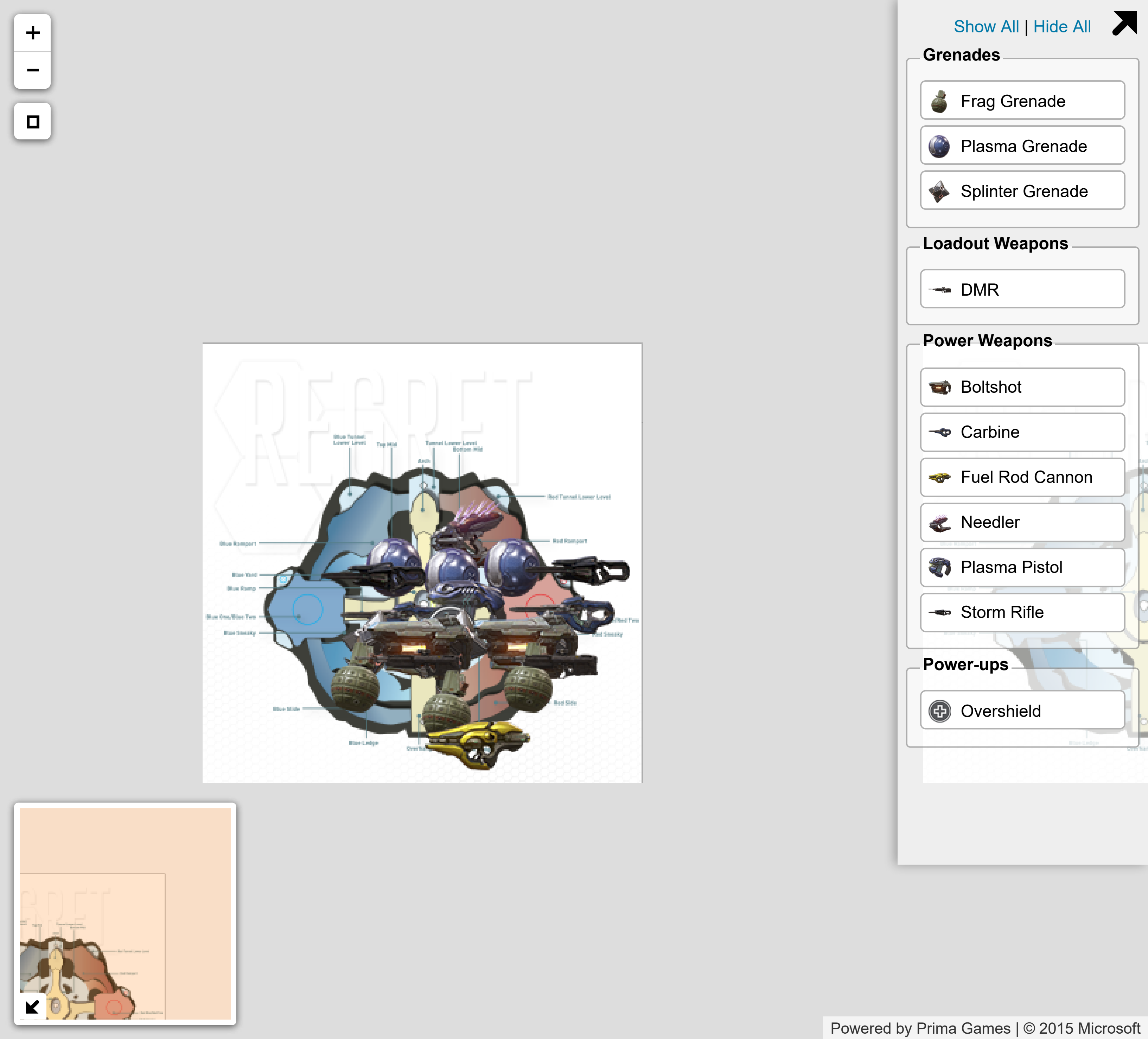
Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Splinter Grenade
Loadout Weapons
DMR
Power Weapons
Boltshot
Carbine
Fuel Rod Cannon
Needler
Plasma Pistol
Storm Rifle
Power-ups
Overshield
REGRET
Blue Tunnel Lower Level
Top Mid
Tunnel Lower Level
Bottom Mid
Arch
Red Tunnel Lower Level
Blue Rampart
Red Rampart
Blue Yard
Blue Ramp
Blue One/Blue Two
Red Two
Blue Sneaky
Red Sneaky
Blue Mide
Red Side
Blue Ledge
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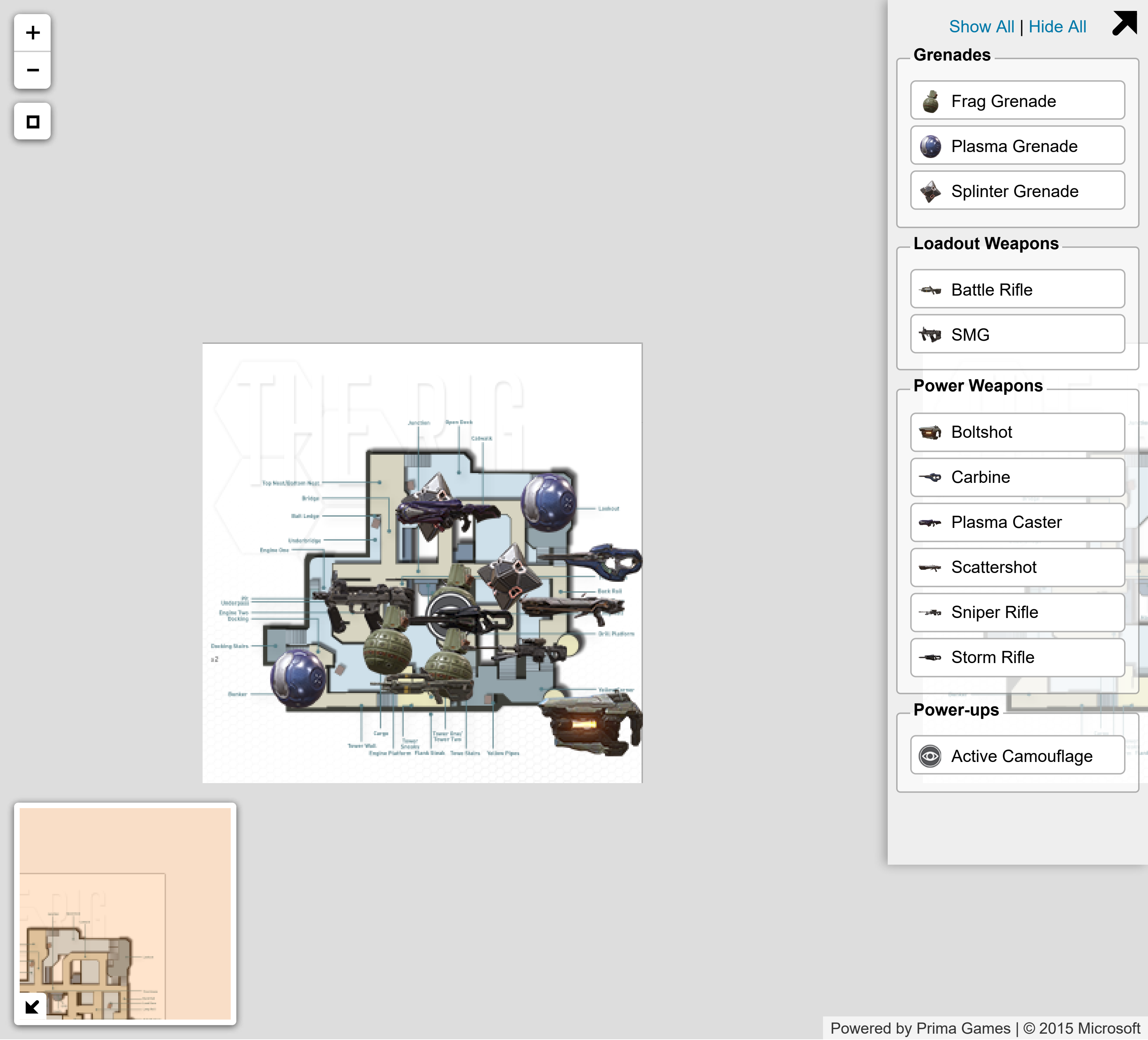
+
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THE RIG
Junction
Open Deck
Catwalk
Top Nest/Bottom Nest
Bridge
Wall Ledge
Underbridge
Engine One
Lookout
Back Rail
Pit
Underpass
Engine Two
Docking
Drill Platform
Docking Stairs
x2
Bunker
Yellow Corner
Cargo
Tower Wall
Tower Sneaky
Tower One/Tower Two
Engine Platform
Flank Sneak
Tower Stairs
Yellow Pipes

Show All | Hide All

Grenades

- Frag Grenade
- Plasma Grenade
- Splinter Grenade

Loadout Weapons

- Battle Rifle
- SMG

Power Weapons

- Boltshot
- Carbine
- Plasma Caster
- Scattershot
- Sniper Rifle
- Storm Rifle

Power-ups

- Active Camouflage

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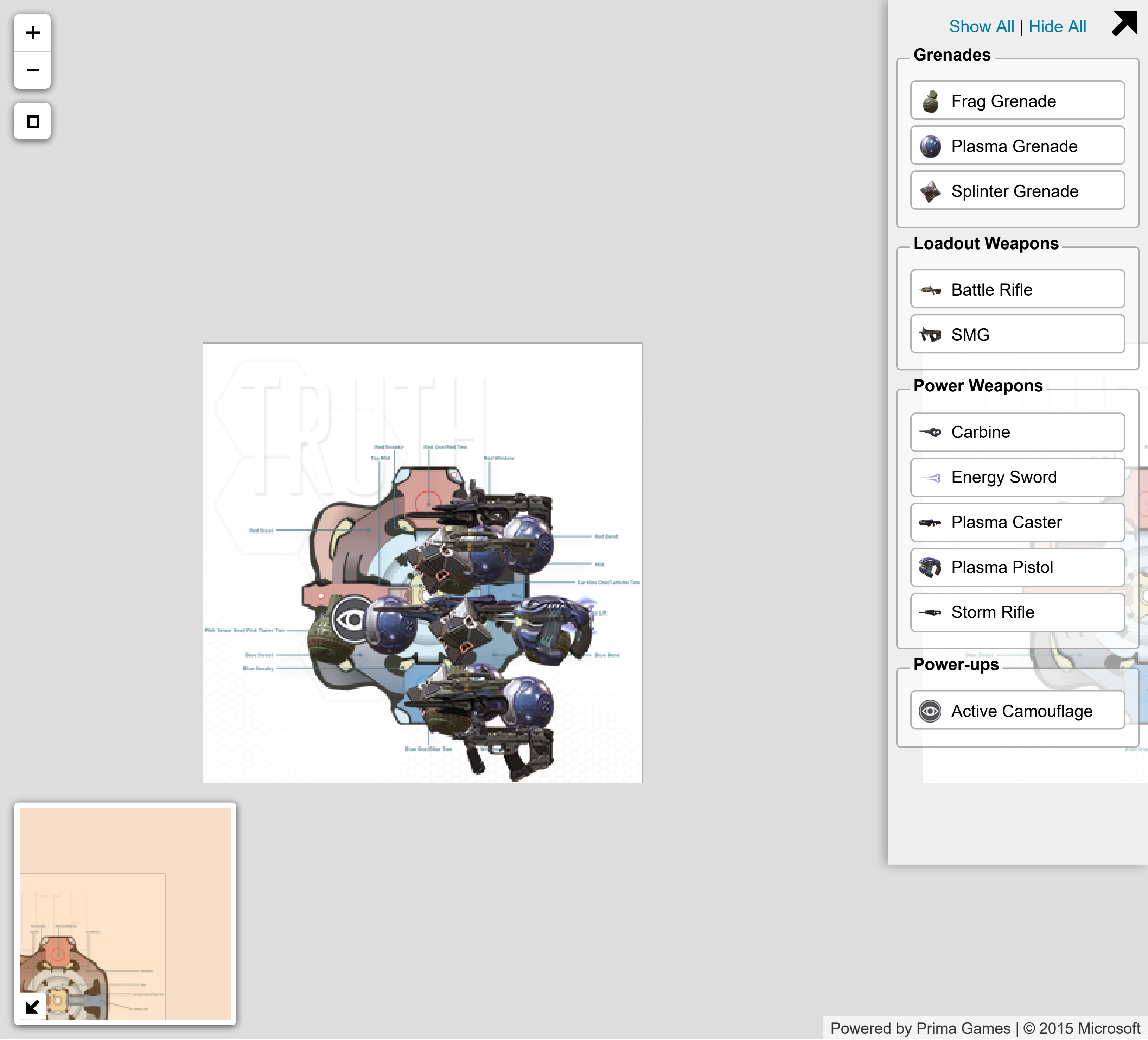
+
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TRUTH
Red Sneaky
Red One/Red Two
Top Mid
Red Window
Red Street
Red Bend
Mid
Carbine One/Carbine Two
Lift
Pink Tower One/Pink Tower Two
Blue Street
Blue Sneaky
Blue Bend
Blue One/Blue Two
Window

Show All | Hide All

Grenades

- Frag Grenade
- Plasma Grenade
- Splinter Grenade

Loadout Weapons

- Battle Rifle
- SMG

Power Weapons

- Carbine
- Energy Sword
- Plasma Caster
- Plasma Pistol
- Storm Rifle

Power-ups

- Active Camouflage

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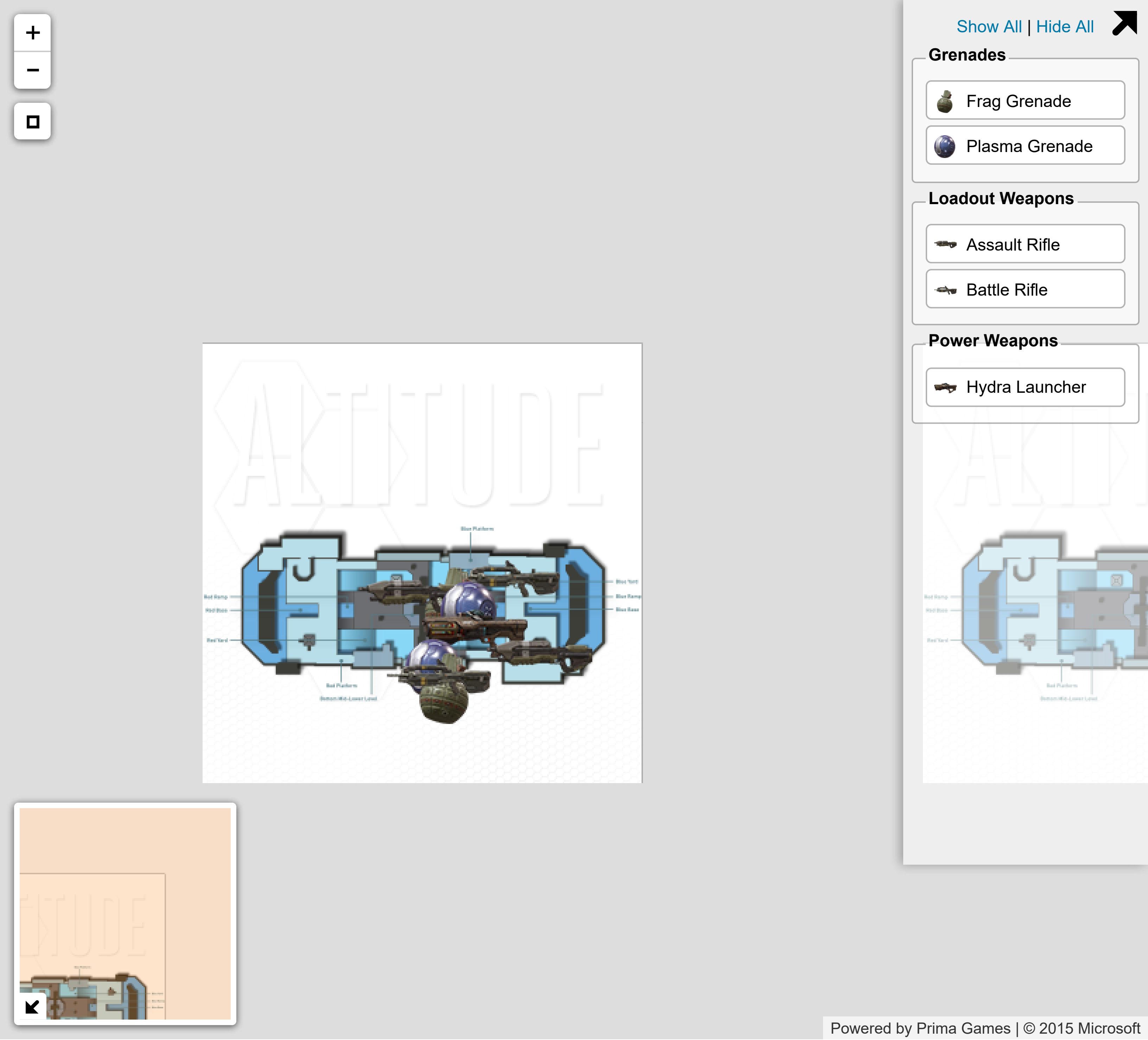
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Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Loadout Weapons
Assault Rifle
Battle Rifle
Power Weapons
Hydra Launcher
ALTITUDE
Blue Platform
Blue Yard
Blue Ramp
Blue Base
Red Ramp
Red Base
Red Yard
Red Platform
Bottom Mid-Lower Level
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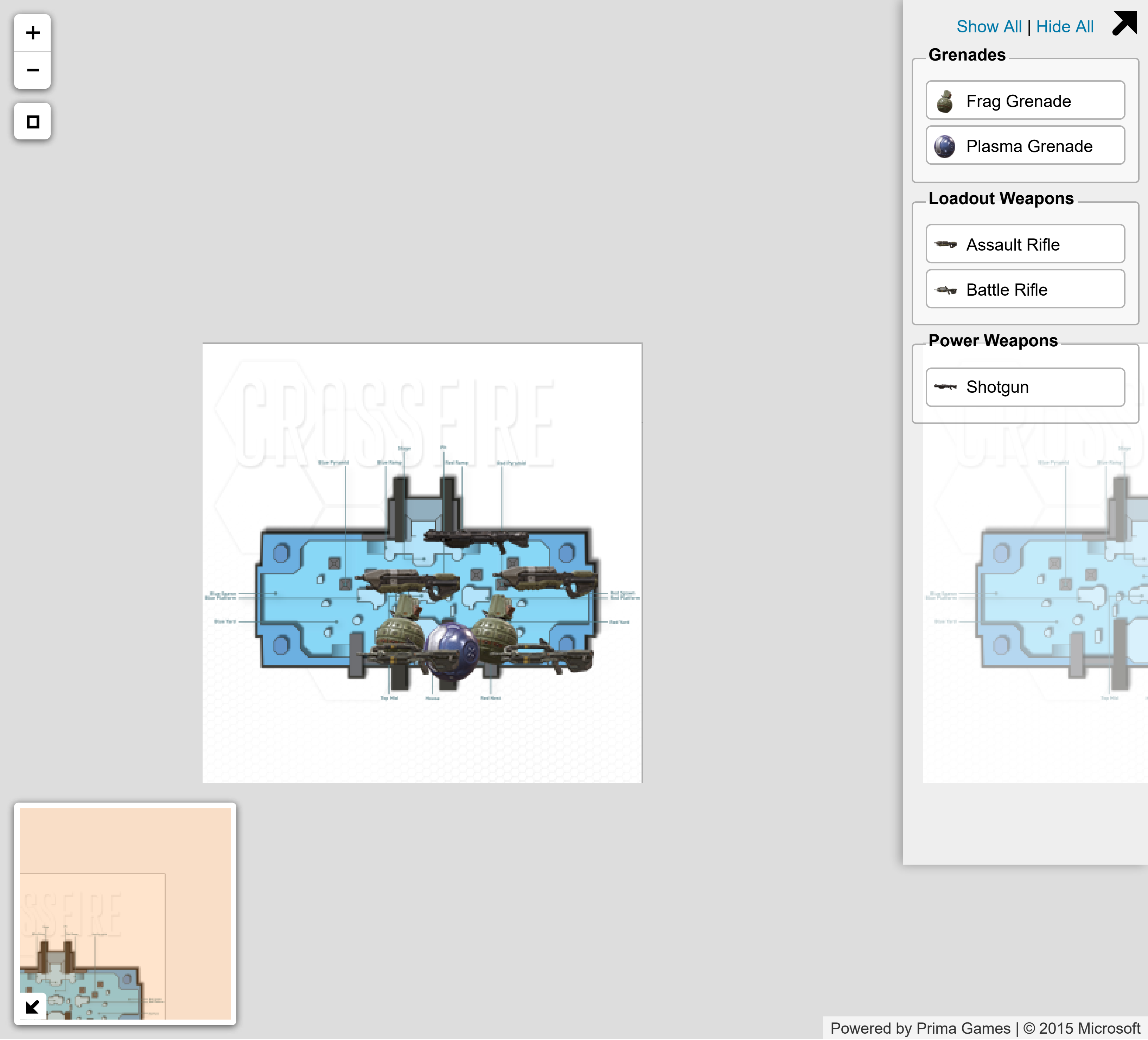
Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Loadout Weapons
Assault Rifle
Battle Rifle
Power Weapons
Shotgun
CROSSFIRE
Blue Pyramid
Blue Ramp
Pit
Red Ramp
Red Pyramid
Top Mid

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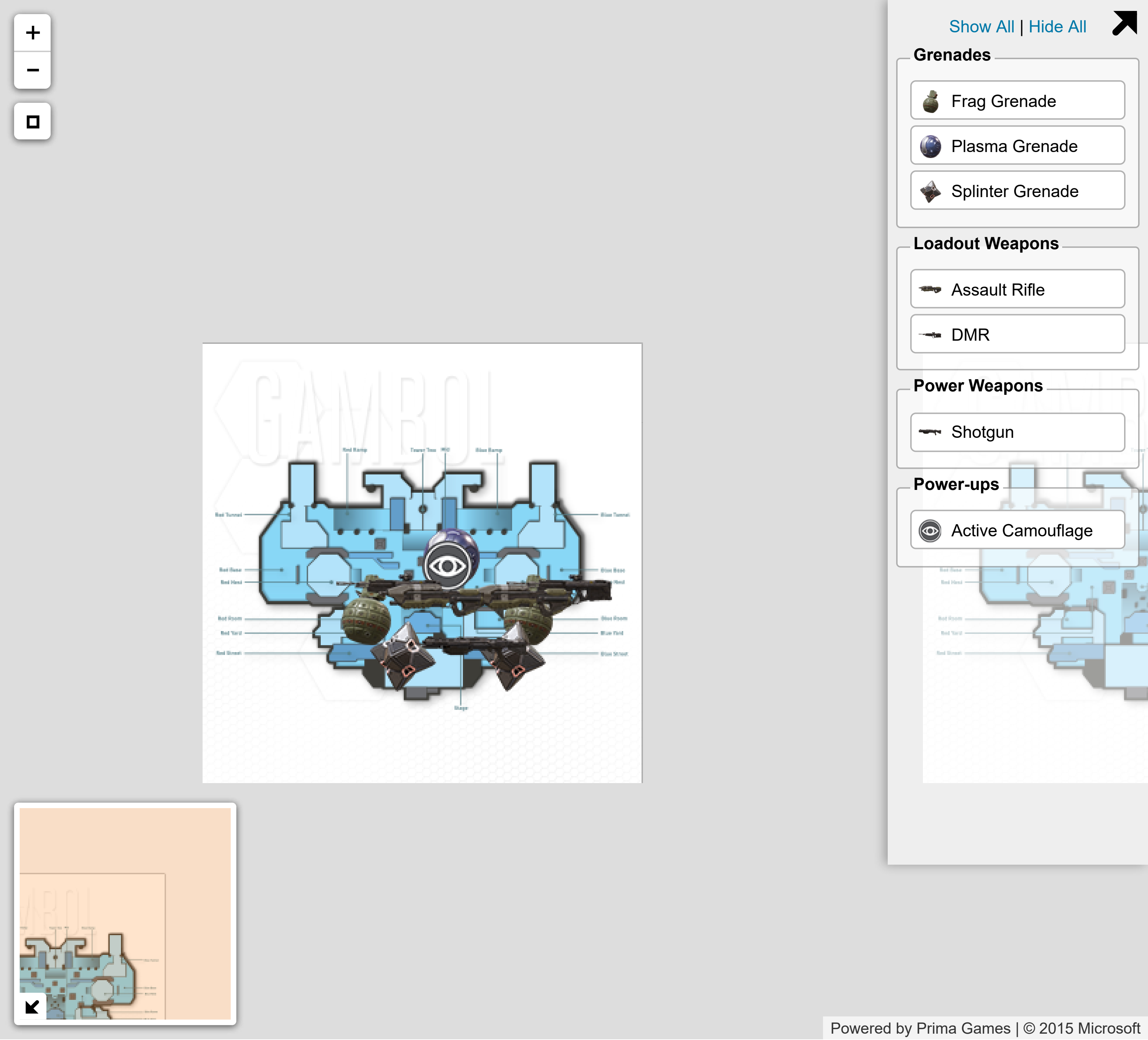
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Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Splinter Grenade
Loadout Weapons
Assault Rifle
DMR
Power Weapons
Shotgun
Power-ups
Active Camouflage
GAMBOL
Red Ramp
Tower Top
Mid
Blue Ramp
Red Tunnel
Blue Tunnel
Red Base
Blue Base
Red Nest
Nest
Red Room
Blue Room
Red Yard
Blue Yard
Red Street
Blue Street
Stage
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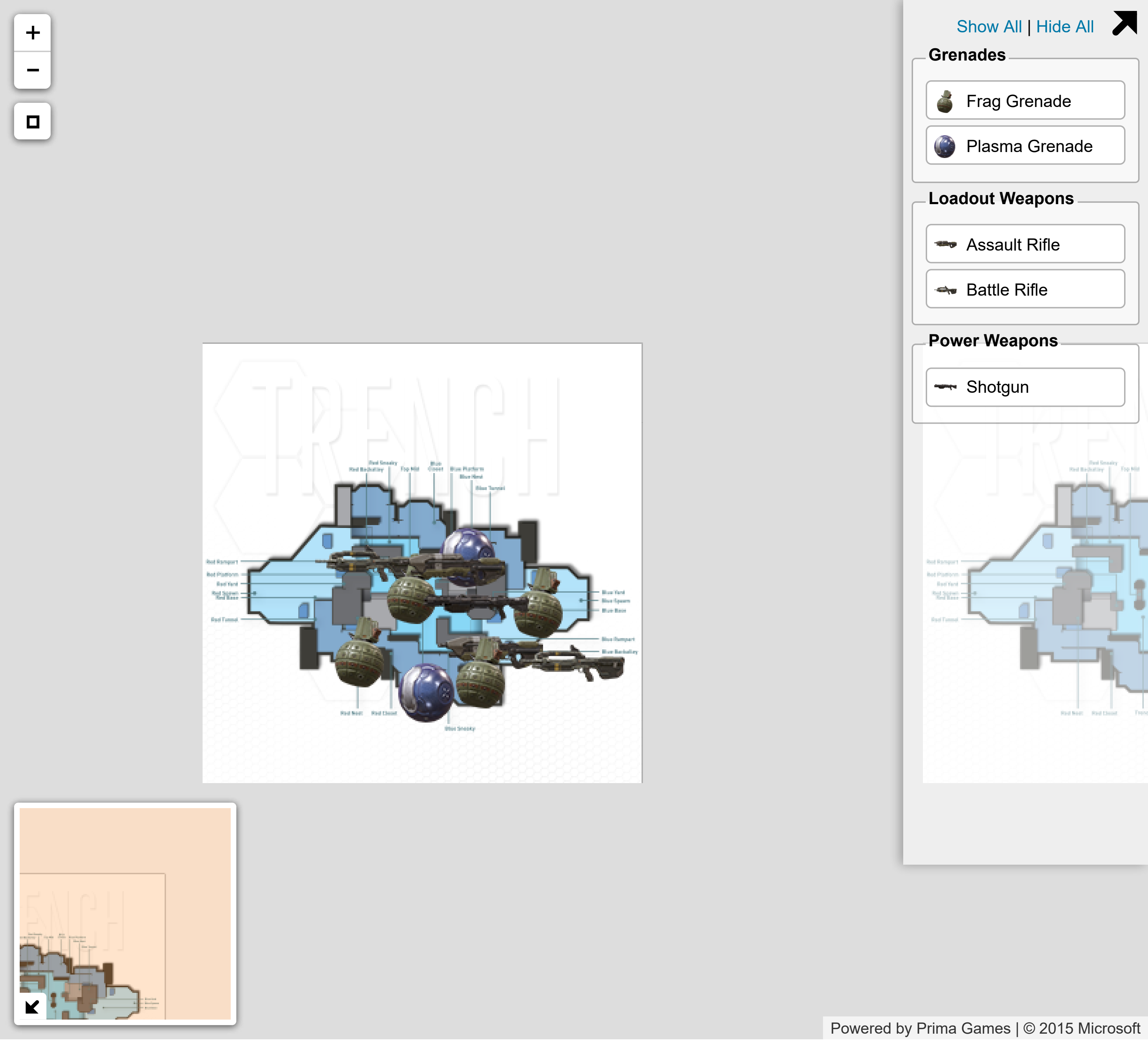
+
−
Show All | Hide All
Grenades
Frag Grenade
Plasma Grenade
Loadout Weapons
Assault Rifle
Battle Rifle
Power Weapons
Shotgun
TRENCH
Red Sneaky
Red Backalley
Top Mid
Blue Closet
Blue Platform
Blue Nest
Blue Tunnel
Red Rampart
Red Platform
Red Yard
Red Spawn
Red Base
Red Tunnel
Blue Yard
Blue Spawn
Blue Base
Blue Rampart
Blue Backalley
Red Nest
Red Closet
Blue Sneaky
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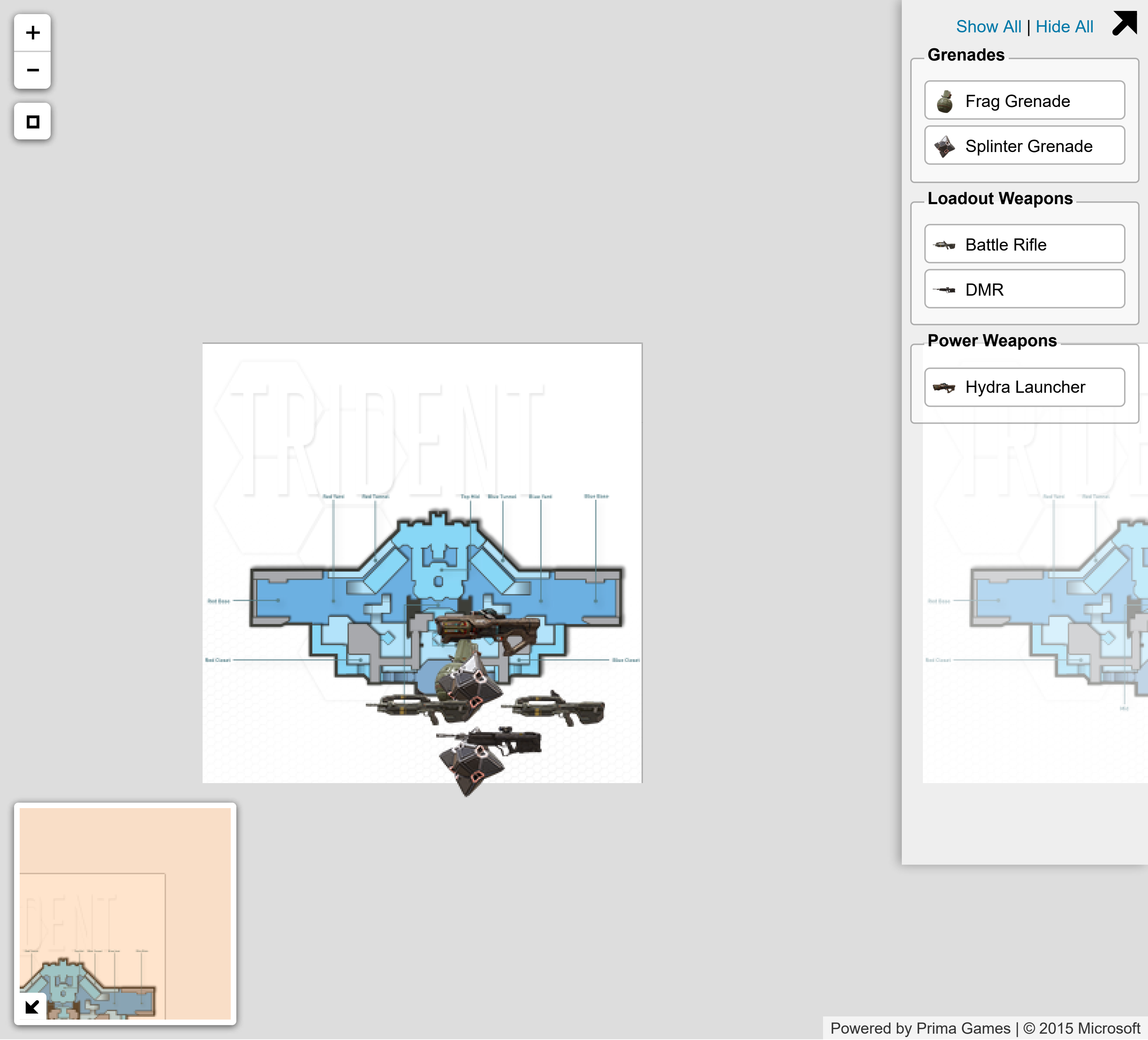
Show All | Hide All
Grenades
Frag Grenade
Splinter Grenade
Loadout Weapons
Battle Rifle
DMR
Power Weapons
Hydra Launcher
TRIDENT
Red Yard
Red Tunnel
Top Mid
Blue Tunnel
Blue Yard
Blue Base
Red Base
Red Closet
Blue Closet

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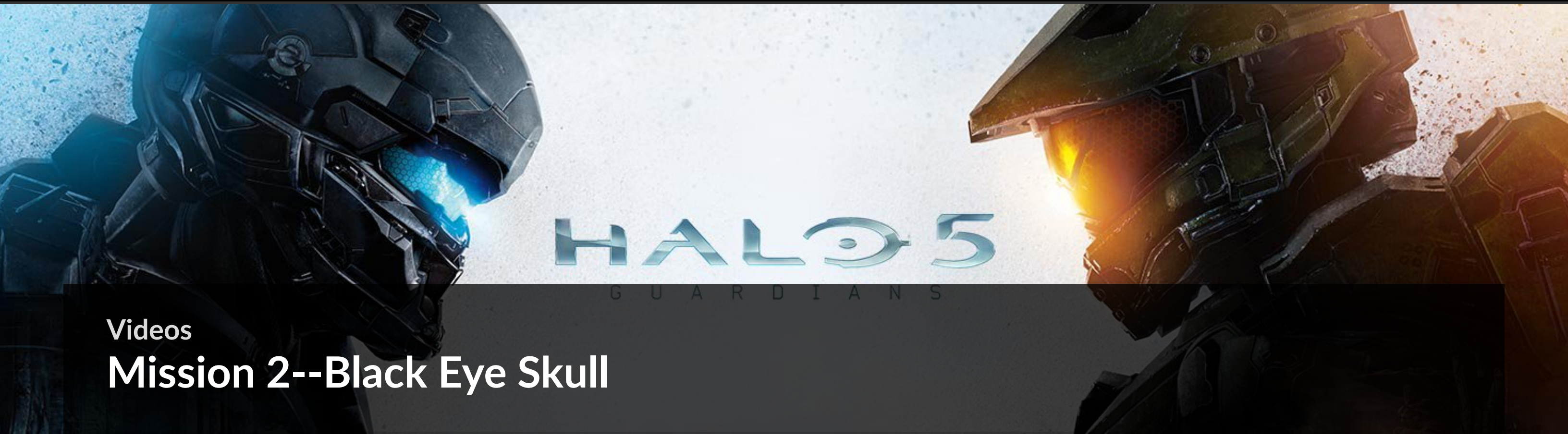
HALO 5
GUARDIANS

Videos

Mission 1--IWHBYD

Video is restricted


HALO 5
GUARDIANS

Videos

Mission 2--Black Eye Skull

Video is restricted

HALO 5
GUARDIANS

Videos

Mission 3--Iron Skull

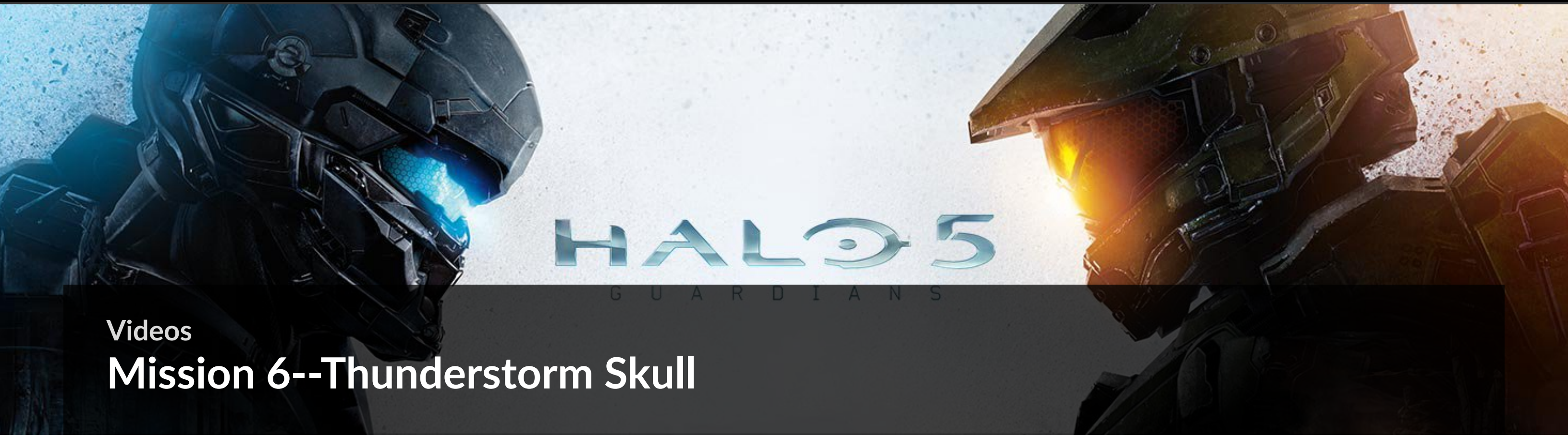
Video is restricted

HALO 5
GUARDIANS

Videos

Mission 5--Blind Skull

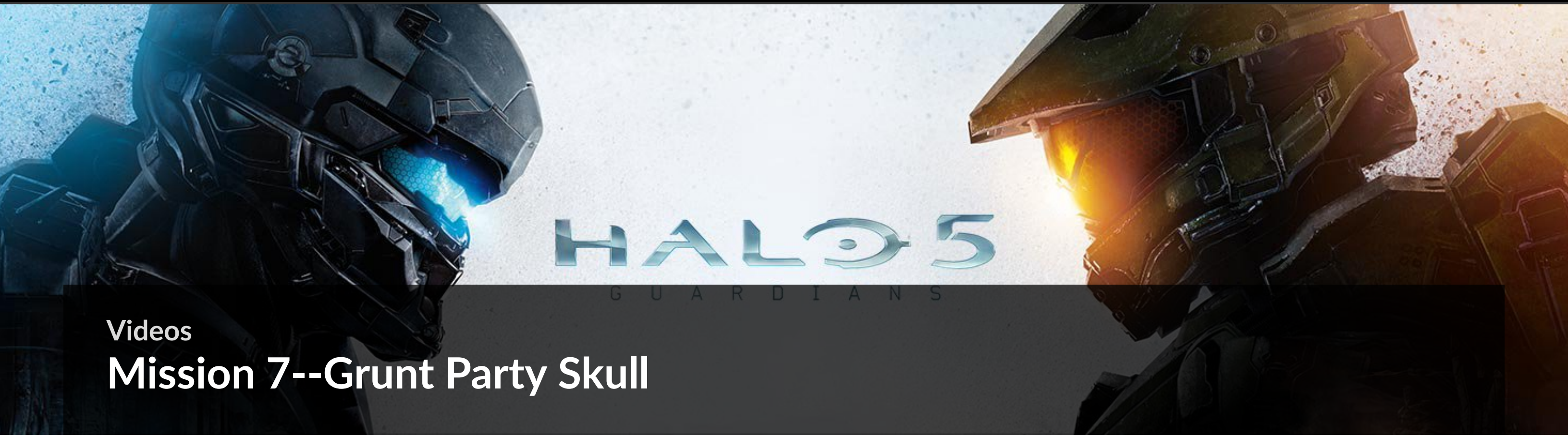
Video is restricted


HALO 5
GUARDIANS

Videos

Mission 6--Thunderstorm Skull

Video is restricted


HALO 5
GUARDIANS

Videos

Mission 7--Grunt Party Skull

Video is restricted

HALO 5
GUARDIANS

Videos

Mission 8--Mythic Skull

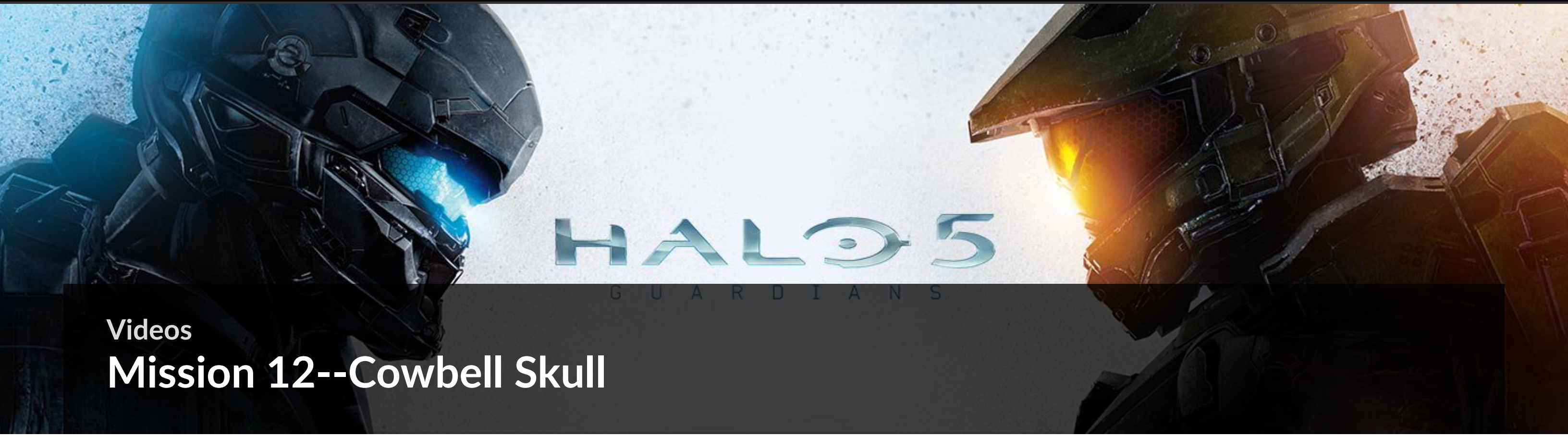
Video is restricted

HALO 5
GUARDIANS

Videos

Mission 10--Catch Skull

Video is restricted


HALO 5
GUARDIANS

Videos

Mission 12--Cowbell Skull

Video is restricted

HALO 5
GUARDIANS

Videos

Mission 13--Tilt Skull

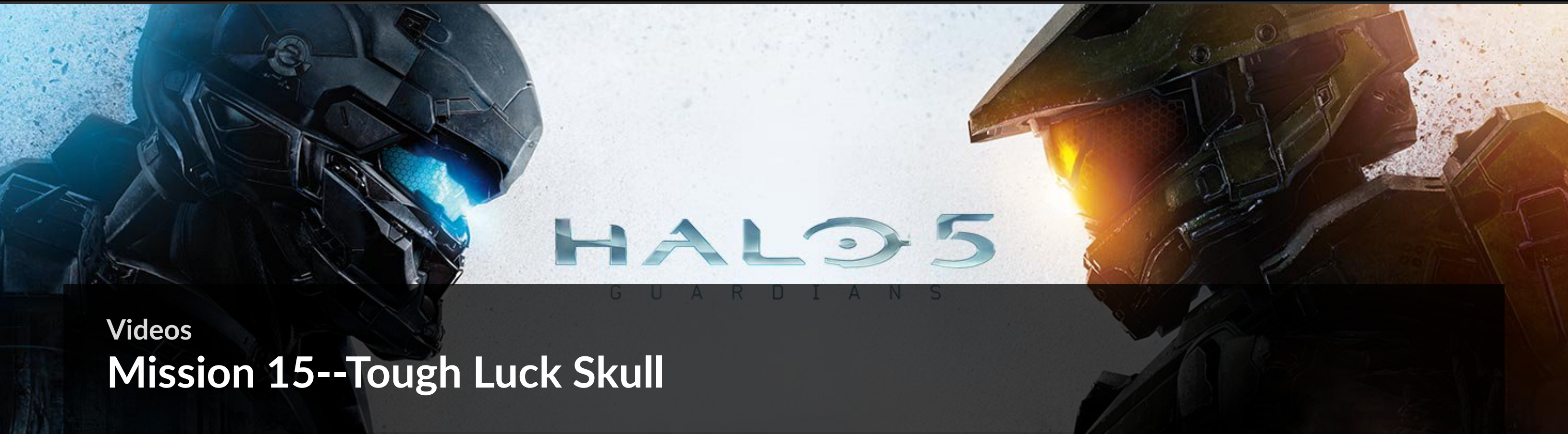
Video is restricted

HALO 5
GUARDIANS

Videos

Mission 14--Famine Skull

Video is restricted


HALO 5
GUARDIANS

Videos

Mission 15--Tough Luck Skull

Video is restricted